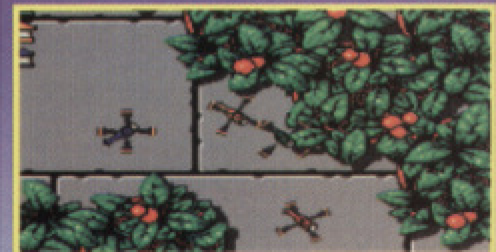
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MEAN MACHINES SEGA



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MICRO MACHINES! REVIEWED INSIDE!

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- ANOTHER WORLD
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Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

There still aren't any.

And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.

And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!

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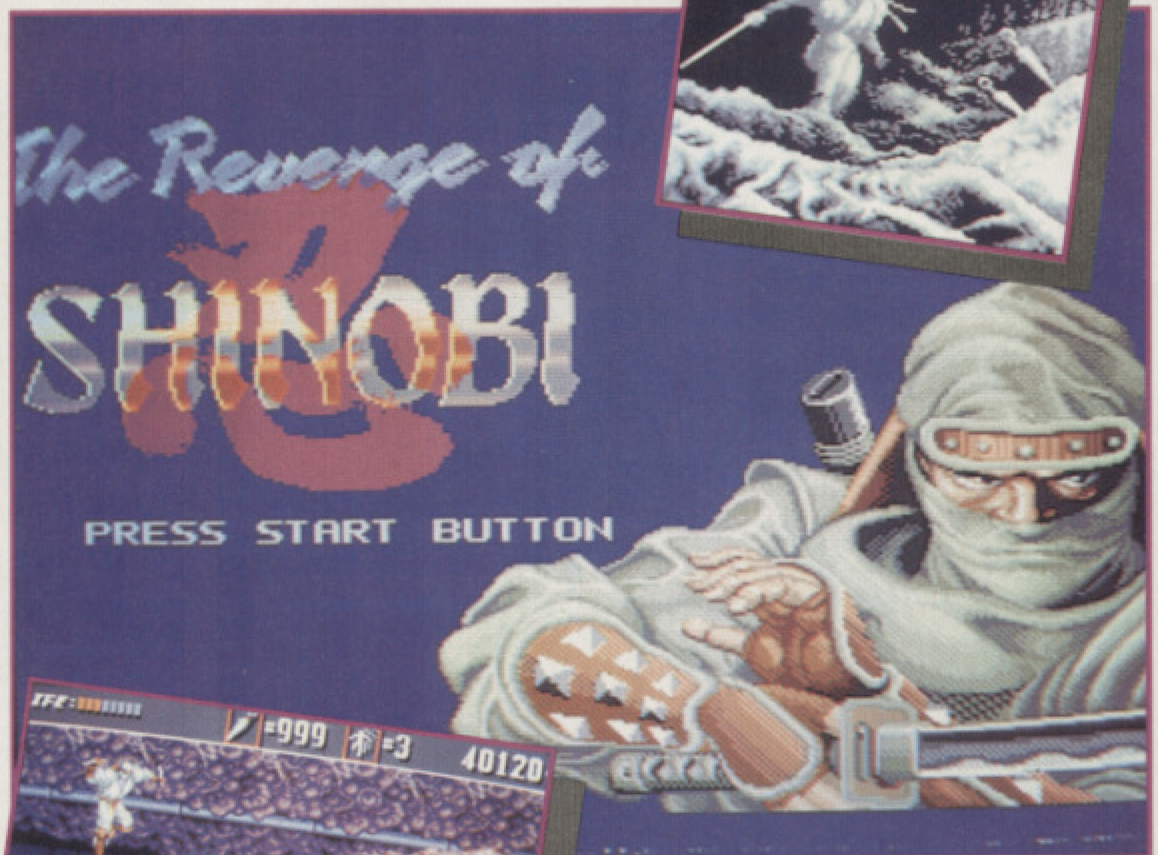
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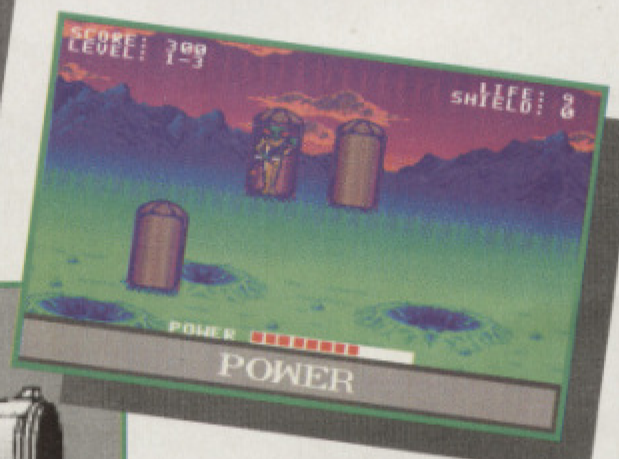




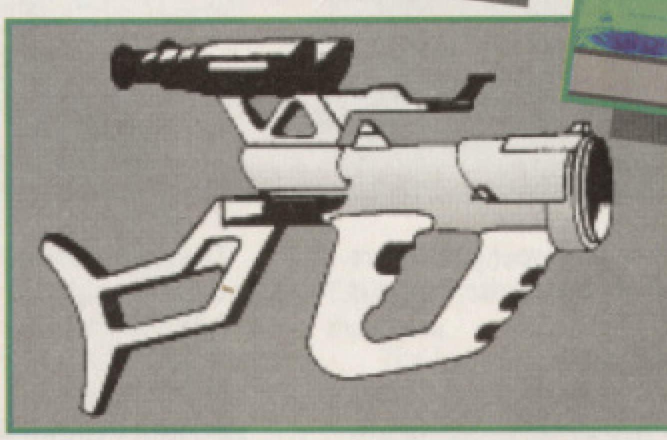


REVENGE OF SHINOBI II

Top-notch ninja action as Joe Mushashi returns once more to do battle with the evil, twisted Neo-Zeed!



MEGADRIVE REVIEWS



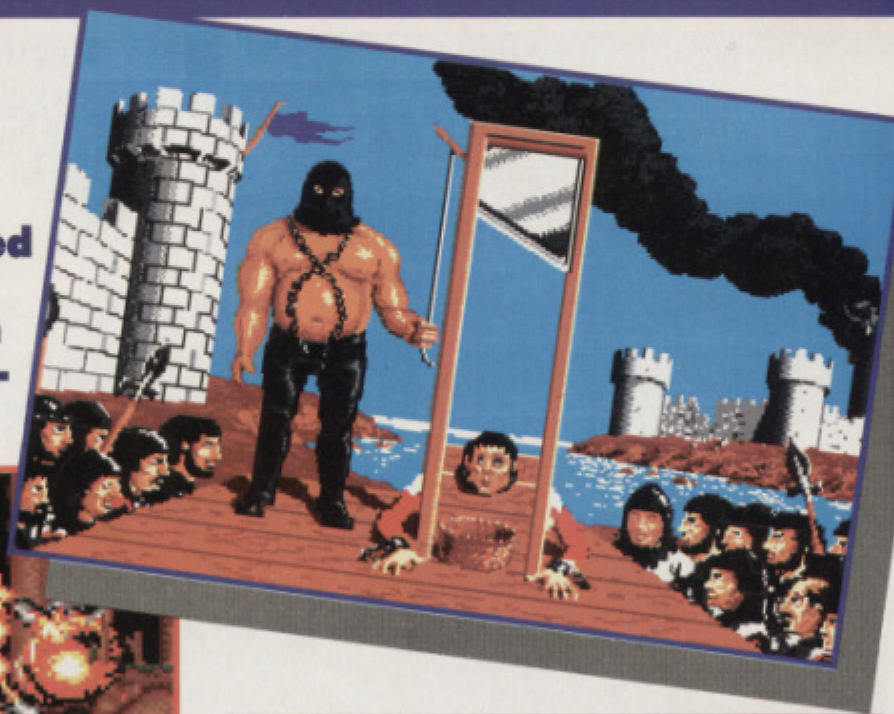
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Sega's Megadrive light gun has finally been released! Read all about it in the mega MEAN MACHINES Menacer review! Ooh!

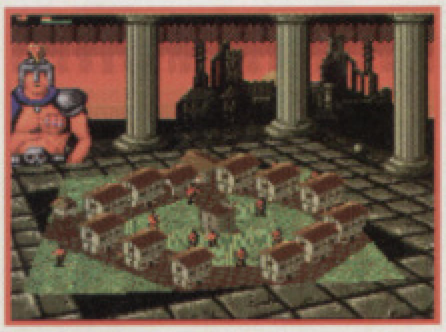
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Castle-bombing- related laughs ahoy, as we bring you the lowdown on this medieval shoot-er. Read on varlet!

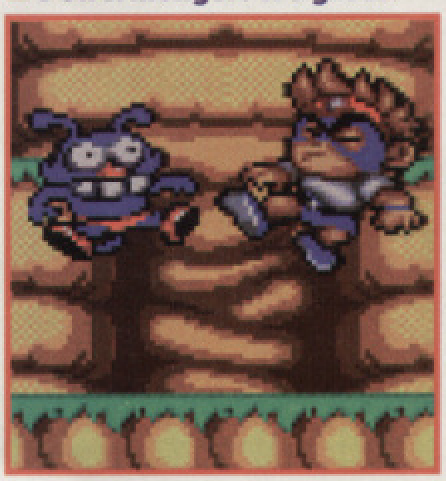




▲ *Oh dear! UniSol reviewed!*



▲ *Powermonger! It's great!*



▲ *Get down with Chiki Boys!*



▲ *Master System Predator 2!*



▲ *Steel Talons - it's rubbish!*



▲ *Recognise this scene? Nor did we!*





▲ *Funny cereal boxes abound in our exclusive review of the amazing Megadrive Micro Machines! Are we great or what?*

PREVIEWS

GAME GEAR REVIEWS

REGULARS

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SPECIAL THANKS TO: MegaTech's Jeff Zie for his design skills and Thomas Guise for the very strange wheezes and whoops he produces when he loses at Street Fighter II.

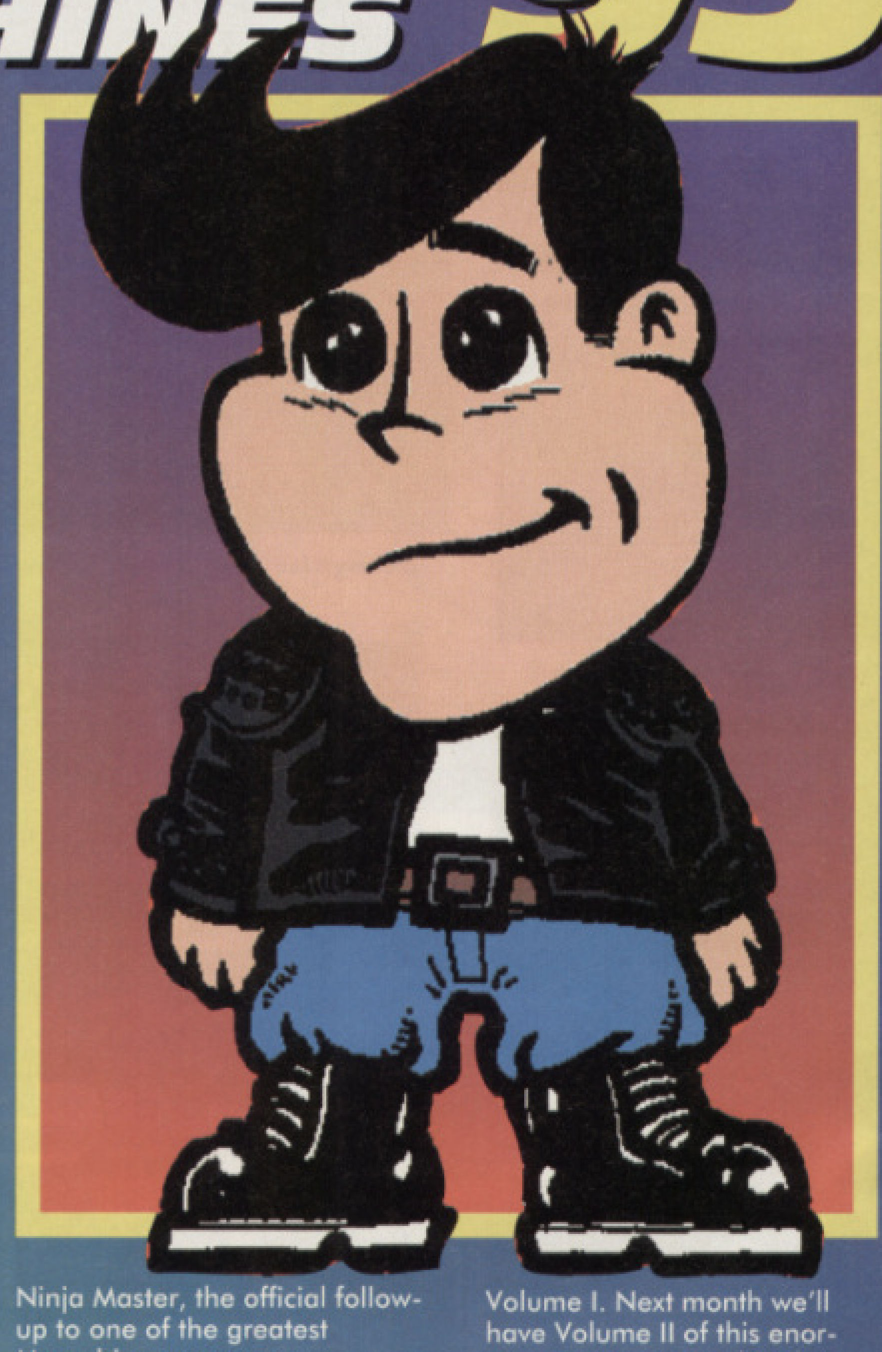
EDITORIAL OFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6703
SUBSCRIPTION ENQUIRIES: 0733 64146
PRINTED BY: BPCC PULLMANS
COLOUR: COLOUR-TECH
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK

SUBSCRIPTION RATES (12 ISSUES)
United Kingdom: £25.95
Europe (Air Mail): £30.00
Rest of the World (Airmail, Zones 1 and 2): £49.99
Rest of the World (Surface Mail): £35.00

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EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos except for Dwayne Minton of West Wormwood and his crazed associates, because we don't like them and they all smell of incontinent old men.

RICH'S FINAL BIT
Well, here we are again — the final bit, so called because it's the final bit of the magazine I get around to writing. Oh, I don't know what to write at all, but at least I do know that I have a mystery console in my (large) drawer waiting to be won. All you have to do is guess what it is. Simple! Just write the name of the mystery gaming utensil down on a postcard and send it off (along with your name and address, of course) to GIMME THAT CONSOLE RICH, NOW! MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Everyone who gets it right will have their entry put in a hat and the first card out of that self-same item of headwear gets the console. Good eh?

MEAN MACHINES '93



Welcome to the first 1993 edition of MEAN MACHINES! For Sega owners, 1993 looks like being an annus spendiferous. The year starts with the release of the amazing Streets of Rage II — perhaps the greatest arcade game available for the Megadrive. This is closely followed by the release of the Sega Mega-CD, an add-on that promises to revolutionise the video games scene. The full details of the initial releases and the bundle pack are printed in the news section.

Later on in the year, we can expect more major league stuff from Sega. I'm really looking forward to the conversion of Street Fighter II: Champion Edition, which promises to be the event of the year!

We should also get our first glimpse of the new 32-bit Sega machine which may make its debut in Japan towards the close of the year. I've heard some interesting stuff about it and it looks like being the greatest video games tool ever produced! The Electronic Arts home entertainment system (I can't really call it a console), the 3DO, is also being released, combining 32-bit technology with built-in CD-ROM technology plus the ability to play audio CDs and Laserdiscs — brilliant! How this potentially amazing machine will compete with the Mega-CD and the new 32-bit Sega console remains to be seen.

As far as MEAN MACHINES is concerned, we'll still be bringing you the ultimate in Sega coverage, bringing you every exclusive that counts! We've started the New Year with the full review of Shinobi III: Return of the Ninja Master, the official follow-up to one of the greatest Megadrive games ever — Revenge of Shinobi! Next month we hope to bring you the exclusive review of Super Kick Off, the soccer game you've all been waiting for! Also, look out for the stunning Flashback, US Gold's revolutionary platform game which I've been playing a lot (too much) recently.

Also in 1993, we'll be bringing you the ultimate in cover-mounted gifts! This month, we've pulled out all the stops in bringing you the Complete Review Guide Volume I. Next month we'll have Volume II of this enormous tome strapped to the cover. It's another massive 256 page extravaganza cramming in over 90 more full reviews! And that's only the start of 1993's cover-mount tomfoolery! Look out for some more totally stunning stuff coming soon!

Still, enough of my ranting, see you next month!

RICH LEADBETTER

AL

DOH! CENTRAL

Last month, we reviewed the rather topper Sega release, Streets of Rage II and it was awarded 90%. Well, due to an error in our production system, the incorrect overall percentage was printed. This amazing combat game **should** have got a whopping great 94% instead, so there. Now you know.

A DAY IN THE LIFE OF A JAZZA

Who says a Managing Editor's life is dull? Recently returning from a trip to Paris to see our French sister magazine Consoles Plus, Jazza got stopped in customs for an hour, fortunately only just escaping the rubber rubber glove treatment thanks to being able to get hold of a copy of MEAN MACHINES from the newsstands outside to prove who he was (obviously customs where playing 'Spot the Dubious Character' that night and Jaz presented them with a rather easy target getting off a very costly business class only flight packed with middle-aged businessmen in very expensive suits wearing his 'only been up the road three times' leather jacket, severely ripped jeans and sporting very long hair with newly shaven sides). Doh! Anyway, halfway home, he was mortified to find two horses running loose on the A13/M25 intersection roundabout. He was doubly horrifed when they ran off down the sliproad and onto the M25. Being a bit of an animal lover and fearing for their safety, he parked up his car, ran down onto the motorway, actually managed to stop the traffic, caught the terrifed horses and kept them calm on the hard shoulder until the police arrived. 'Top work mate' said one of the rozzers! Cor! Anyway, this leads us onto something else. If you have a ripping — and true — story, write in to MEAN MACHINES. Photos to accompany your piece would also be dead helpful and virtually guarantee your name in print. Send your stuff off to: BOY HAVE I GOT NUDES FOR YOU, MEAN MACHINES, PRIORY COURT, 3-32 FARRINGDON LANE, LONDON, EC1R 3AU.



JULIAN "THE SLEEPER" RIGNALL

Jazza's New Year nightmare is an all too common tale of tender teenage passion and British Rail signalling failures. "I was on my way to visit my girlfriend who lived miles away in London. However, what started out a straightforward journey soon became fraught with problems, the wrong sort of wet leaves on the track and such. When I eventually got there I was so tired that I fell asleep by ten o clock. Needless to say it was an ill-fated romance!"

CURRENT FAVE GAMES:STREET FIGHTER CHAMPION EDITION, ROAD RASH II, PGA II



RICH "PIPE AND SLIPPERS" LEADBETTER

Home-loving Rich, is of the firm belief that New Year is a family time, spent sipping low-alcohol sherry and enjoying the Andy Stewart show (??? — Rich). That was until one year... "I foolishly accepted an invite to a party and ended up spending the night there. It was the most awful experience and some people were even drunk too!" moans prince of softies Rich.

CURRENT FAVE GAMES:STREET FIGHTER II CHAMPION EDITION, ROAD RASH II, PGA TOUR GOLF II, STREETS OF RAGE II



LUCY "TOTAL ECLIPSH" HICKMAN

A typical New Year for Lucy is spent rejoicing down the local with a few well-chosen pals. However, it all went horribly wrong one year when, not only was she forced to stay in and babysit her obnoxious little brother, but she was visited by an even more obnoxious bloke she didn't even fancy who got her drunk and coerced her into singing Bonnie Tyler's "Total Eclipse of the Heart". Don't try this one at home Kids. And remember, just say NO to Bonnie Tyler!

CURRENT FAVE GAMES:STREETS OF RAGE 2



OZ "THE BROWN BOTTLE" BROWN

Fun-loving Oz reck-ons that he's never had a bad New Year's celebration, but given Oz's penchant for the 'falling down juice' he hasn't been able to remember any of the last ten. Oz's New Years resolution is to carry on attending his AA meetings.

CURRENT FAVE GAMES:STREET FIGHTER II, VIEWPOINT



ANDY "HOME ALONE" MCVITTIE

New Year has always been a hard time for our unlucky-in-laffs Prod Ed. "The worst time that springs to mind is the time when I paid over thirty quid for a so-called rave then spent the next four (count 'em) hours in the back of a car, searching for said "rave" which, it turned out, had been raided. Eventually we ended up dancing around in a dank, dark warehouse in Slough whilst the Rozzers drank cups of tea outside. This year I'm guaranteeing myself a good time by staying in to watch Andy Stewart!"

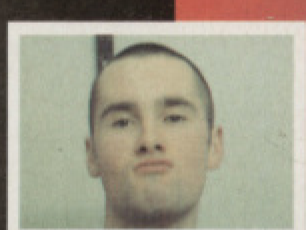
CURRENT FAVE GAMES:MICRO MACHINES, SONIC 2



RADION "GOOD MATE OF SATE" AUTOMATIC

Rad's New Years celebration turned out to be a real nightmare one year. "The combination of the late hour and, perhaps, a *little* too much Pomagne made us believe that the strange, drunk kid who was unconscious in the upstairs bedroom was in fact Satan himself. Imagine, then, our further horror when we discovered that the carving knife and kebab skewers had been removed from the kitchen!!! None of us felt like sleeping that night and even the hard kids went home early!"

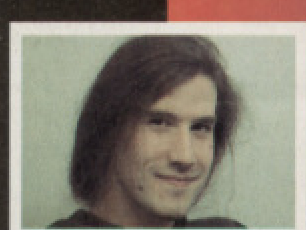
CURRENT FAVE GAMES:VIEWPOINT, SUPER KICK OFF, ECCO, MICRO MACHINES



ANGUS "RULE BRITANNIA" SWAN

Gus' Hogmany hoots turned into an embarrassing spectacle when he first footed a friend with a bottle of whisky. Our Gus was fine, but soon the friend's Dad and his neighbour were regaling the party with dubious tales of British supremacy and the Lost Empire. The old duffers got progressively drunk until the pensioner neighbour collapsed 'blootered' on the doorstep, needing the young 'scamps' to carry him him home and put him to bed, still muttering about Queen, country and the Last Days of the Raj.

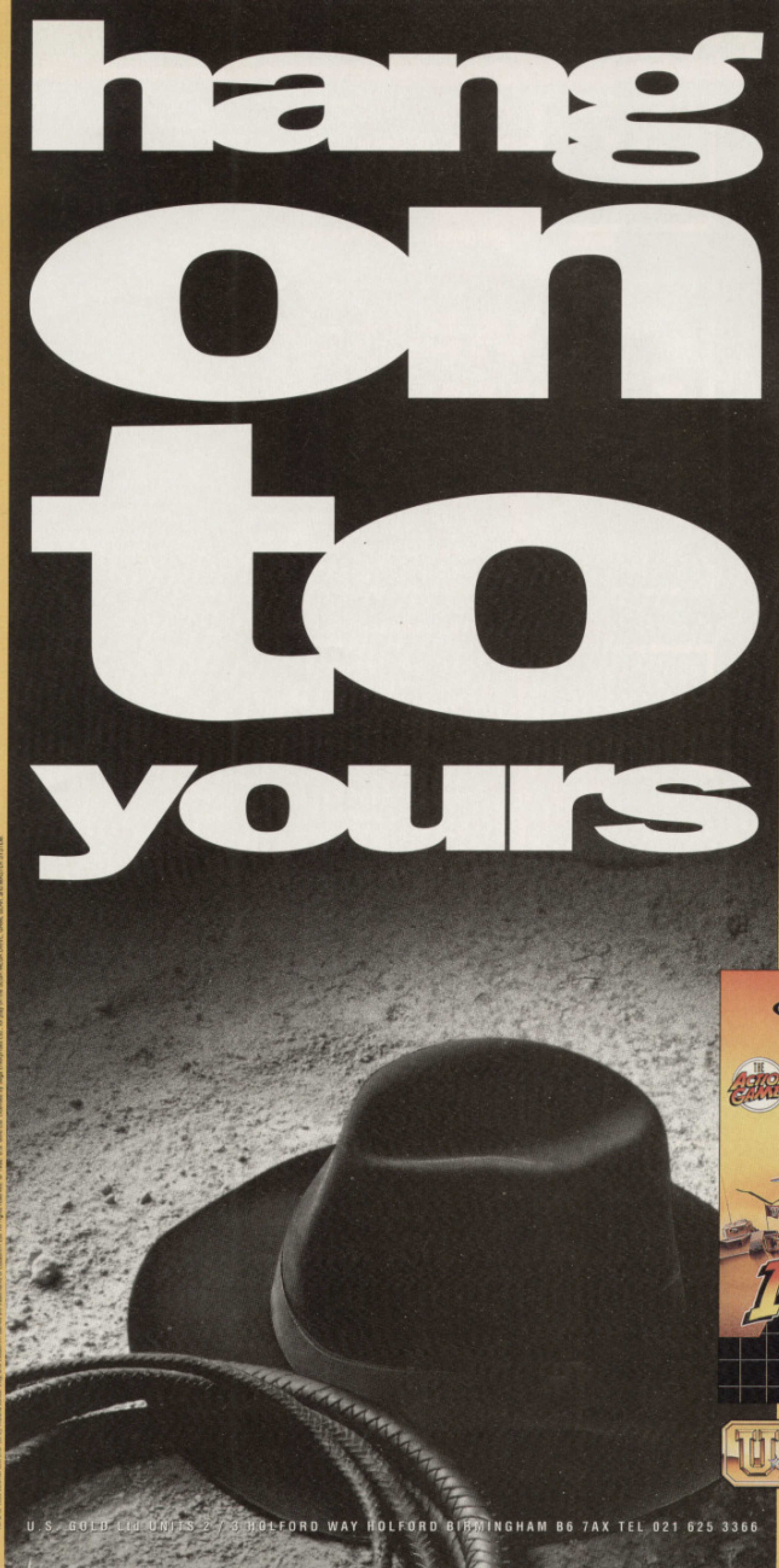
CURRENT FAVE GAMES:ECCO THE DOLPHIN, RAMPARTS,



PAUL "GATECRASHIN'" DAVIES

Paul's New Year nightmare was not in fact *for* him, rather it was *because* of him! "Me and about 30 mates had been enjoying the odd glass of shandy when someone told us about a party. Not thinking to check first, we just crashed this girl's house – right in the middle of a family gathering!!! Imagine their surprise when 30 crapulous lads barged into the living room. We completely ruined their enjoyment of the Andy Stewart special, I feel so guilty!"

CURRENT FAVE GAMES:THUNDERFORCE IV, VIEWPOINT, GHOULS 'N' GHOSTS



You guessed it - he's back with a vengeance. New to Mega Drive, Indy storms into his most explosive adventure yet...

From the silver screen straight to your small screen, this nail biting thriller will leave you battered, bruised 'n' breathless.

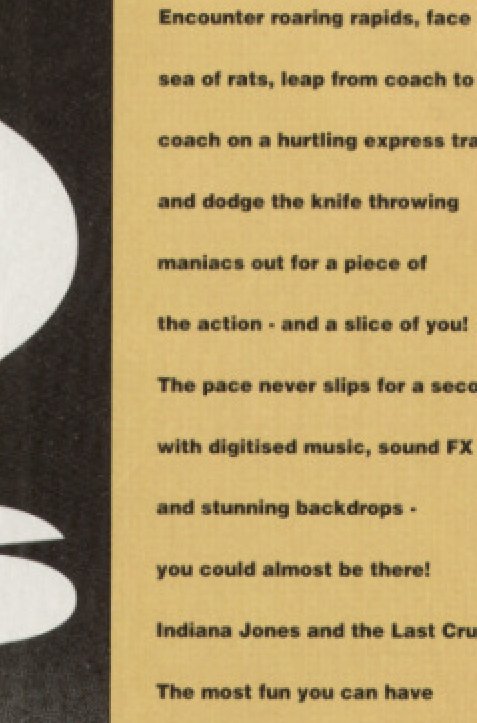
Jump high, punch low, lash out... anything goes as you battle to find the ultimate prize - the mysterious Holy Grail.

Encounter roaring rapids, face the sea of rats, leap from coach to coach on a hurtling express train, and dodge the knife throwing maniacs out for a piece of the action - and a slice of you!

The pace never slips for a second, with digitised music, sound FX and stunning backdrops - you could almost be there!

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NEWS

WE SHOWED 'EM!

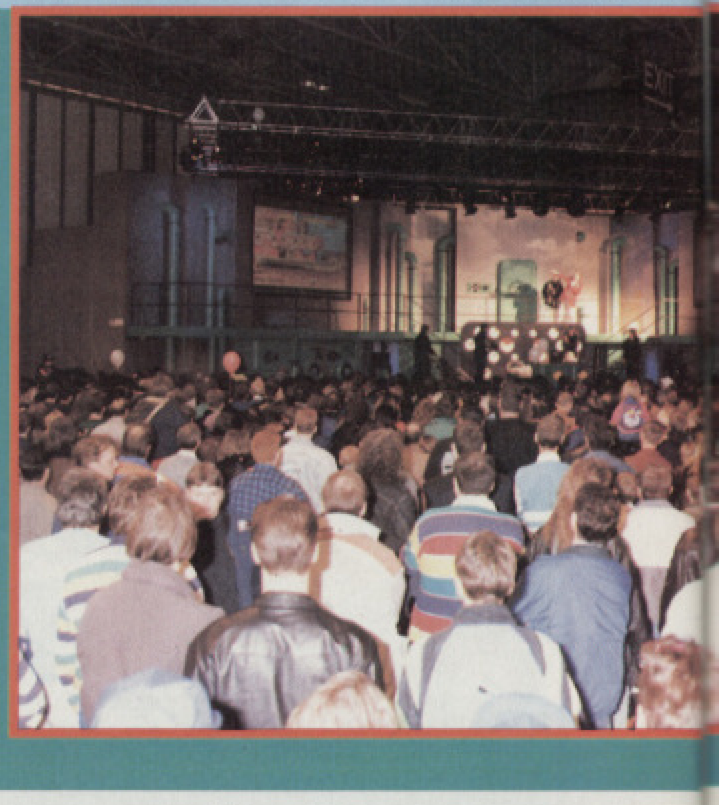


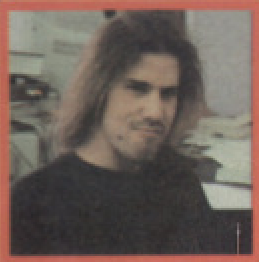
Jeez, what an absolute corker! We all knew the Gamesmaster Live! Show, the brain-child of our good selves was going to be a hit but we didn't know it was going to be that big — indubitably the best show of the year if not the century!
More than 74,000 computer and console addicts came out of the woodwork to be with us at the NEC in Birmingham — it was magic to meet you all and we hope we and all the other video games pundits gave you a weekend to remember.

To those sad wusses who missed it here's a quick run down of what was on offer:

Naturally there was us and our sister mags Nintendo Magazine System and CVG meeting the thongs from the dubious safety of our fairground type stands. Sega had a massive shin dig where they showed off their newest games like Ecco the Dolphin and, of course, Sonic 2 and the absolutely fandabidozee Go-Kart circuit which really pulled the crowds.

Electronic Arts were handing out free leather jackets like they were going out of fashion for anyone triumphing in their Road Rash II challenge, US Gold had somehow managed to get Chun Li and Blanka to come along and mingle with the masses — much to Oz's delight, he fell in love immediately (presumably with Chun Li, not Blanka) and much fun was had on Ocean's helterskelter and at Virgin's Quasar show.





PAUL

Well, I had to share a room with MegaTech's juvenile delinquent Thomas Guise. What else can I say? On Saturday, after a hard day's work playing games and that, he ran off with the keys to our room like a complete kid and refused to hand them over until four in the morning @$%&*!! Needless to say we were both completely knackered, Tom even falling asleep in the shower which made us late for breakfast and pretty much everything else! It was an excellent laugh, though, and I even managed to meet up with my mate Dominique Berzins not to mention my wonderful Mom and Pop who'd come all the way down from t'ome town just to see me. Smart eh?



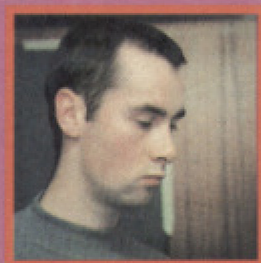
RAD

Like Paul, I also had the misfortune to be shacked up with another MegaTech slacker — one Mark Holmes. In an eerie coincidence, Mark had the only key to our room, went to bed whilst I was still working hard (ho ho) at the show, and refused to wake up for hours despite my repeated hammering on the door! Luckily for me I was booked to start work early every morning, allowing me to get no sleep whatsoever and be really tired all day. Still, the show itself was great fun, watching the people on the Nintendo stand go through their special "Nintendo Workout" every day, prancing around like a bunch of loons, and getting to meet all the people who came over to our stand (and even whupping a couple of them at Streetfighter 2!). Thanks also to the hotel staff for charging us £9. 50 for their cheapest meal (a lovely healthy burger and chips) and managing to get away with it. Hopefully, we should be able to do it all again next year, so I can skive another couple of days off work.



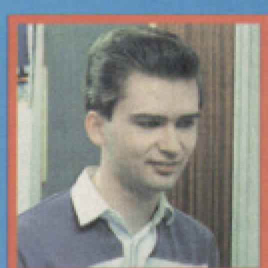
LUCY

Having dragged myself out of bed at 5.30am to get to the show early like the girly swot I am (indeed — Rich), I reached Euston station only to find my clock was wrong — it was actually 4.30am — not a good start to the day. Having reached my destination I was overwhelmed with the sheer size and attendance of the thing and promptly hid under the stand and was only coaxed out when Rich threatened everything from a pay cut to summary execution. After a while, despite my eyes looking like bladder relief holes in the snow it turned out to be an excellent laugh — it was smashing to meet everyone who came up to our stand. Low points of the weekend: waking up face down in someone else's curry, having to get up for early stand duty after accidentally mislaying my brain, drinking copious amounts of lager. High points of the weekend: whooping some cocky kid at Streetfighter 2, removing a large piece of wax from my ear, drinking copious amounts of lager. Roll on next year for more of the same!



GUS

When I arrived on Saturday I didn't know what had hit me! The NEC was packed to the gills with eager games fans, and before I started 'stand duty' I took a gander at what was on offer. I have to say Ocean really got one up with their massive video wall, it was bigger even than the massive GamesMaster screens. I missed most of the challenges that ran through the day — but I heard the karaoke. Just about every company was trying to be the best there, and I think Sega and Virgin tied with their Go-Kart and Quasar zones. Apart from the attractions, there were some games on view that even I hadn't seen! Of course, all the exhibitors 'relaxed' on Saturday night at the show party (which meant hangdog expressions on Sunday morn). But the show got off briskly on the last day, and we all forgot how tired we were until safely on the train. Before that Tom Guise and I had some after hours Go-Karting, in lieu of a couple of T-shirts. It was all as good as it was billed to be.



RICH

I too was shacked up with a MegaTech personage, Paul Glancey (could've been worse I suppose), but at least he grasped the idea that you don't keep the key and instead hand it in to the concierge at the lobby so both people have access to the room (simple really lads). The show itself was brilliant, and there were plenty of punters to teach me a few tricks on Street Fighter II (and I thought I'd seen it all). Signing autographs with Jaz was quite a laugh and actually gave me a chance to meet some of you lot, which turned out to be quite okay actually. The low points included trying to get something to eat when i) I had no money on me and ii) the bank wouldn't give me any cash! Doh! Also having to do stand duty while Lucy got taken out for drinks with EA was a bit off — but at least I got a Lotus T-shirt — ha! All in all, a great weekend, and I didn't miss Stingray or Have I Got News For You either! Brilliant.



OZ

I had a wonderful time at the show, and it was really great to meet some of the people who buy the mag. I'd like to say a special "Hi!" to Lee and Kerry, and Mark would like to say how much he loves Natalie. Just like Rich, I liked signing autographs because I've never done it before and it was a weird but wonderful experience. Oh by the way, if Chun Li's still out there, could you please send me your 'phone number? And I would like to apologise to Shadow (out of Gladiators) for not going to see him, but I was a bit busy you see.



FOREVER ENGLAND

And then, of course, there was the main Gamesmaster stage, hosted by the infamous Dominik Diamond, where nail-biting challenges were run throughout the day and England absolutely slaughtered The Rest of the World in the Gamesmaster final on Street Fighter II.
Probably one of the most impressive side shows was the lads performing utterly preposterous bicycle stunts on a massive ramp at the centre of the show. You'd swear they were going to fall off any second (and admit it, it would have been quite funny if they had) but they carried out their triple, backward, upside-down somersaults or whatever it was they were doing, without a hitch — gobsmacking!
All in all, much fun was had by all, giving us an absolute triumph and all you lot a stomping good time.

TAKING THE PC!



FLOPPY CARTS

Screaming family rows over Megadriving while Eastenders is on the TV may be a thing of the past — instead you can murder each other over whether it's computer or console night as Amstrad introduce the revolutionary MegaPC.

Hitting the streets as we speak, this amazing piece of kit combines a Sega licensed Megadrive with a fully fledged IBM compatible 386SX PC — all in one neat little unit.
It's vital statistics also include a Mega-CD compatible converter, a free joypad, built-in stereo speakers, a dual sync colour monitor with VGA Graphics and Ad Lib soundboard which automatically switches over to Megadrive graphics/sound mode when needed.
The way it switches from one mode to another is rather neat. Both PC and Megadrive slots are at the front of the machine and to get from one to another all you do is move the sliding door.
The PC is always active, you can be ploughing through some alarmingly complicated techie stuff, slide over to Megadrive and give Sonic a good bash and return to exactly where you left off on the PC side when you're done — good eh?
We had a butchers and a veritable play about on this new device and all in all it's quite impressive, a whole heap better than that Jap invention the Terradrive which was about as aesthetically pleasing as a slug and apparently bombed in Japan.
Only thing is, it's a bit pricey — £999.99 smackaroonies to be exact — and you don't even get Sonic with it! However, it's a fairly high quality, high performance PC which, unless you seriously shopped around for a bargain, would alone set you back around £800.
Just remember: although the MegaPC probably won't cost you any more, it certainly won't save you a wad either.

FAMILY AFFAIR

Amstrad is touting it as a cosy family affair but just think of the rows it's going to cause when those serious minded types in the household decide their accounts are more important than Streets of Rage II! Even the company's TV advertising campaign illustrates that, with one ad showing a kid being kicked off the machine so dad can do his "business" on the PC then shows him sneaking on the latest Megadrive game.
Amstrad's David Hennell admitted: "It is going to cause some rows, there's no denying that but let's face it, there are already rows when Megadrive players nick the TV when Eastenders or something's on and if they want stereo sound, they have to nick the hi-fi as well!
"We're really pushing this as a User Friendly machine, with a full on-screen tutorial package which will tell users exactly what they have to do in the simplest steps possible."
And for would-be pirates wetting their pants at the prospect of having a floppy disk drive and a cart facility on the same machine, drooling at the thought of all the illicit and easy copying ahead — forget it!
"It can't be done," said David, "and believe me we've tried just in case. Sega just wouldn't have agreed to the licence if there was a sniff of a chance at being able to do this."

MEGAPC GOING FREE!!!

Well you've read the gen — impressed? Whether you are or not, here's you chance to win one of these little beauts. Are we good to you or whaaat? All you have to do is answer the three utterly simple, nay retarded, questions below, plus the tie-break question, slap the answers down on a postcard and wing them in to: I NEED TWO IN ONE TO SATISFY MY NEEDS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

1. How much is the MegaPC being sold for (inclusive of VAT)?
2. Who plays Pauline Fowler in EastEnders?
3. What is the equation for Einstein's theory of Relativity?

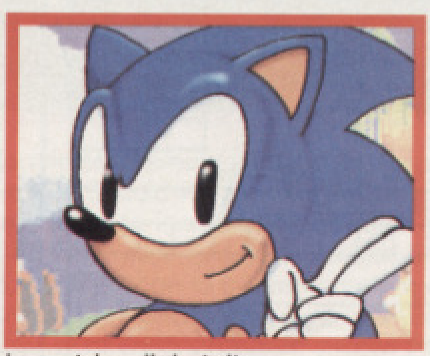
TIE-BREAK QUESTION (complete the following sentence in no more than 15 words):
Two is better than one because...

OFF WITH THE OLD AND ON WITH THE NEW



The ultimate in 16-bit gaming is getting a new look with Sega launching the Megadrive 2.
The changes will be purely cosmetic with the mechanics remaining exactly the same but Sega promise it will be 'smaller, sleeker and sexier'.
And before the Mega-CD is even launched a facelift to the machine is already in the pipeline with the same ideas in mind.
It is almost certain that the reason for the changes in the two machines is the same: to make it cheaper to produce and hence enable Sega to knock the prices down (or at least keep them steady) more easily.
The first version of the Mega-CD will hit the UK shelves in February with a knockout software bundle to go with it.
It will feature a five-in-one compilation disk (Streets of Rage, Shinobi, Super Monaco Grand Prix, Golden Axe and Columns), Cobra Command — which Sega reckons is a topper title and a regular shoot 'em up with a rock sound track, Sol Deace.
When the Mega-CD hits the streets, there will be around 15 titles to snap up which Sega claims range between unbelievable and just good. Which are which we don't yet know but fret not: MEAN MACHINES SEGA will give you all the details before you have to make up your minds.

SONIC FOR POPE



Hedgehogs have a raw deal. They've a fatal attraction to motorways, a cunning habit of rolling into balls when danger approaches and to cap it all they're surrounded by flea-ridden pricks all their lives.
But Sega's spiky blue fiend can do no wrong. His second Sega outing shot sales through the roof with Sega shifting 750,000 copies on and around Sonic 2sday and shops all over the country selling out. Sega themselves took around £27m that very day and confirmed that Sonic 2 was the fastest-selling video game in history! Good eh?

SONIC AID

Not content with making Sega mega-bucks, Sonic's pulling out his finger to help his poor relations by joining forces with Britain's top hedgehog protection society — Miss Tiggywinkle's.
Unfortunately, our spiky blue friend can't grow to enormous proportions and splatter lorries as a means as sweet revenge, instead he's high-lighting the lowly hedgehog's plight in his new TV campaign.
As a Sega spokesman pointed out: "It's a call for arms to send donations to the National Hedgehog Recovery Hospital.
"Critics also suspect the £1 million adspend might help to indirectly shift a few copies of Sonic 2, which is a nice touch at this commercially focused time of year isn't it?" he added.



SMASH-ING ON GEAR?

By the time you read this, Smash TV on the Game Gear should be in the shops. In case you didn't know, Smash TV is a completely brilliant arcade game boasting carnage on an awesome scale. The question is — is it any good or a complete pile of rancid cack. The answer probably won't surprise you, but check out next month's MEAN MACHINES just to be on the safe side.

DIZZY! MY HEAD IS SPINNING

We could give you loads of pappy egg jokes to herald the news that Dizzy, the most famous ova in the world has cracked (damn, damn there's one) his way onto the Megadrive but that would be insulting your intelligence and assuming that your brains are scrambled (oh no, there's another). Suffice to say that he has — and we're not yolking (aargh no, we just can't stop — more news when we kill the salmonella which is obviouly affecting our writing skills).

BE SURE, BE SAFE

To make sure you're going to get a goodly service from our Mail Order advertisers we've decided to help you out by awarding rosettes to reliable advertisers.
These rosettes will be displayed in the mag every month on all the pages of the advertisers who we haven't had a complaint about for the past three months — thus cutting down your worry and cutting back the bad guys.

DO IT WITH DIGITISER!!

Console mania hits teletext this year when Teletext Ltd take over from Oracle on ITV and Channel 4 and launch their daily games programme — Digitiser.

January 1 is D-Day for Digitiser and will include review, news/previews and Q & A pages and a heap of compos and tips. At weekends they're even piling in readers' letters and a Console Game of the Week Review. What is the world coming to eh?

All we can say is they must get their dictation sorted out because we're sure their press release headline should read "JAN 1 IS D-DAY!!" rather than "JAN 1 IS D-DAY DOUBLE EXCLAMATION MARK" — whoops-a-daisy!

MAC ATTACK



Ronald MacDonald zapping innocent young children into comic book world!? Should we alert the Social Services? Call the Drug Squad? Naah! Let's just slap it on a cart and call it Mick and Mack: Global Gladiators. Yup, those rock 'ard, ice-cool kids are starring in Virgin's MacDonalds tie-in, coming soon to a Master System near you.

Armed with ghastly goo guns, the young heroes must save the rain forests, dispose of Earth's rubbish, sustain the ozone layer and possibly waste a few slime-balls in the process.

As either Mick or Mack, you leap through a host of levels including Slime World, Rain Forest World and Toxi-Town where saving the world is priority numero uno.

For more gen stay tuned to future issues of MEAN MACHINES SEGA.

GOLD-FISH ON CHIPS



We always thought there was something decidedly fishy about US Gold and now are suspicions are r-eel-y confirmed as those brummies announce the spawning of the brilliant Robocod on Game Gear and Master System. Our hero James Pond's platform battle against the cunning of Dr Maybe and his robotic side-kicks was one of the best games of it's type on the Megadrive and rumour has it the two 8-bitters will corkers too. Fingers crossed one and all until we can get you an update in a future issue.



SHOOT-ING STARS!

Good versus Evil. Good defeating Evil even if Good's a cripple armed only with an empty water pistol and Evil has 25 armies. The story's as old as the hills and no film's done it more famously than Star Wars.
To celebrate the 15th anniversary of that cult movie, US Gold are transforming the title into a goodly Sega game, being released on the Master System, Megadrive and Game Gear in the spring.
Jump into the shoes of Luke to trace his momentous quest from the lowly fergie hurdle-bunter to rescuer of princesses, destroyer of Death Stars and saviour of the universe.
A full update beaming in live into a coming issue of MEAN MACHINES SEGA.

ALIEN 3 ON GEAR

Alien 3 fans stunned by the exceptional Megadrive game will be pleased to hear that the game has been translated onto the portable Game Gear. From what we've seen it packs in all of the action of the 16-bit classic with all the blasting and prisoner-rescuing you could hope for! Good eh? Alien 3 just missed out on a full review, but we'll have the story next month, so don't you worry.





BOX-ING CLEVER



As revealed last year in the hallowed pages of MEAN MACHINES, Acclaim are putting together versions of George Foreman Boxing for all formats. The Game Gear version should be out right now, with a Master System version following rather soon. We've managed to get hold of some Megadrive screenshots as well, and should be able to get our hands on the finished game in time for a full review next month. Hurrah!

SHINOBI



1 PLAYERS

PRICE £39.99

BY SEGA

RELEASE JANUARY

OPTIONS
CONTROL: JOYPAD
CONTINUES:7
SKILL LEVELS: 4
REPONSIVESS: QUICK
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE
FINISHED THREE LEVELS

ORIGIN
Shinobi was a Sega coin-op. The sequel, Revenge of Shinobi was one of the first Megadrive games. This is the follow-up.

HOW TO CONTROL
MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A Activates Shinobi's ninja magic

B Fires shuriken from a distance. At close range, this button controls the punching and kicking.

C If pressed twice, Shinobi can also somersault.

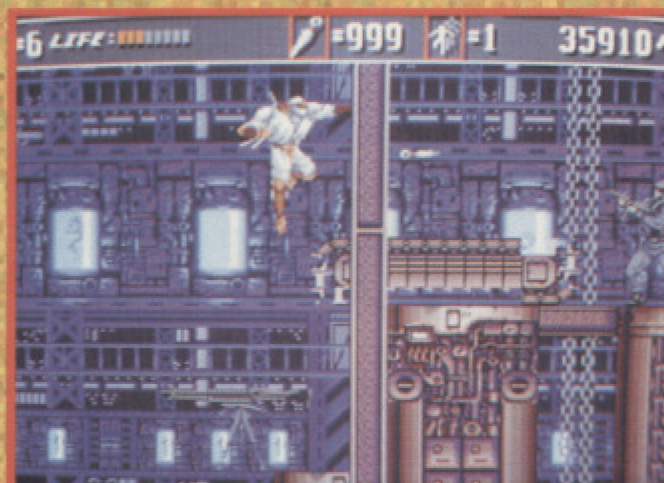
S Pauses the game and brings up the magic selection menu.

HOW TO PLAY
Guide Shinobi around an eight-directional platform environment, beating hell out of anyone in your way. Lifts and conveyor belts help or hinder progress and crates hold goodies.

The wise man Confucius once said, ' A bad hairstyle is never cut, it just falls out in time.' Fortunately these were some of the old fool's less popular pearls of wisdom, because he couldn't have been more wrong. Once more the pungent smell of hair tonic is thick in the air as the lengthy-locked master of Neo Zeed has risen from his grave and again seeks ultimate revenge. Enter Joe Mushashi, ninja master and all-round short-haired good boy. Brought up by monks from an early age, Joe was taught the incredible skills of the sword, the awesome ways of the fist and the good honest values of a decent haircut. It was during those youthful days at Shinobi High School that young Joseph first learnt to use those all important skills. A vicious bully, Nigel Zeed continually taunted Joe about his centre-parting, the holy hair-do of the Shinobi. After many months of persecution Joe finally snapped. Stealing the sacred scissors from the School temple, he snuck into Nigel's room after dark and cut off all his hair. For ten long years, Nigel hid from the world, growing his hair in secret and massaging magic tonics into his scalp. Now he's back in the most incredible wig ever seen. He has kidnapped Joe's beautiful bride Naoko, and held the world to ransom. Stopping only long enough to trim his side-burns, Joe has once more donned his ninja garb and sworn to destroy the accursed Zeed once and for all, for he is the Shinobi...



▲ *Mushashi dodges the evil fire-breathers.*



▲ *Joe confronts the evil might of a man with a large firearm.*

BOXES OF DELIGHT



Obviously those accursed Zeed boys use the Frank Spencer Removal Service for transporting their belongings around, because scattered around all the levels are crates packed with all kinds of goodies. Inside these crates can be found extra throwing daggers, hearts which provide much needed energy and extra ninja magic. Joe can also collect a power-up icon which allows him to throw flaming shuriken and use a sword in close combat.



▲ *Zeed guards zoom by overhead as the Shinobi master enters the fiery section of the Zeed stronghold.*

DOING THE NINJITSU

Having been an avid fan of the Hot Shoe Show since he was a boy, Joe is quite adept in the sprightly movement department. What's more, he's picked up some smart new skills since the original game. Here's a rundown of some of the finest moves since the Highland Fling.



BOOST

There was a time when Joe would cringe at the very sight of an impassible vertical cliff-face. Those days are gone for good. Everyone's favourite ninja master can now use walls to propel himself upwards. This means if there are two vertical walls on each side, Joe can bounce between each one and reach the top of the cliff. Sometimes, this trick can save Joe's hide if he's falling down a chasm.

SWINGING

Joe now leaps up and hangs from the ceiling. From this position Monkey-boy Mushashi can swing from arm to arm, effectively climbing across the ceiling. This move is especially useful for climbing over a room full of baddies.



SOMERSAULT

Just like in the first game, Joe not only jumps, but also somersaults for extra height. Whilst spinning, he can unleash a lethal spray of throwing daggers, provided he has enough to throw, of course.

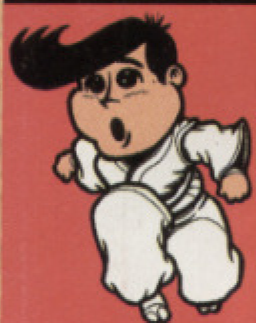


RUNNING

This might sound like no big deal, but let's remember that Joe couldn't run in the first game. Not so the case here. By pressing the joypad twice in one direction the boy Mushashi races across the screen as if his ninja-issue jocks were on fire.



COMMENT



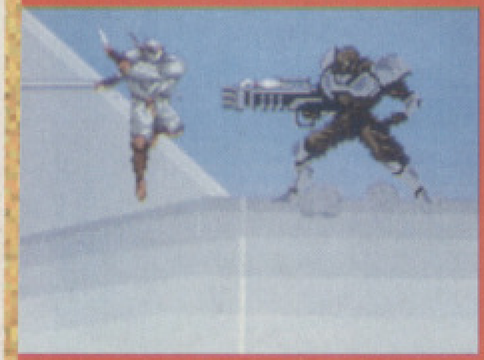
RICH

Revenge of Shinobi remains one of my favourite Megadrive games ever so I was extremely anxious to get my hands on the sequel. Now I have, I'm in two minds about it. I can see it's a brilliant game that's a lot bigger than Revenge of Shinobi with better graphics. I was disappointed by the music. Considering it was done by Yuzo Koshiro, I was expecting something far superior to the tunes this game proffers. In terms of playability, it's a lot faster than Revenge of Shinobi, and I really liked all of the new moves Mushashi pulls off in his quest to destroy the Zeed. However, I can see that as an overall package it's not quite as strong as the original game which was extremely polished and never short of action. To me, this isn't quite as good. Whilst I can see Shinobi III is a high quality cart, I can't help but recommend the original game over this. For Shinobi fans who really enjoyed the original, I'd recommend buying this immediately.





A close-up picture of the man with the large chopper himself: the Shinobi! In the game he's armed with shurikens, a sword and ninja magic!



▲ *Mushashi confronts Zeed on the airship level!*

COMMENT



LUCY

To be honest, I was expecting a lot from this sequel. The cartridge has twice the memory capacity of its predecessor and the screenshots looked just superb. That said, I can only express my disappointment at the end result. Graphically, the game's a mixed bag. The main sprite and most of the enemy sprites look gorgeous, but some of the backdrops are awful. On one level, for example, the waves in the background are just a still picture. It just spoils the whole feel of the game. The lack of variety between the levels is also another downer. Most of the levels are just machine-based factory-type levels and the more unusual levels, like the airship, are just poor rip-offs of other games like Sonic or Strider. The music's good, but considering the tunes were written by the master of console music, Yuzo Koshiro (of Streets of Rage and Revenge of Shinobi fame), it's all pretty standard and quite forgettable. As far as playability goes, this game has still got what it takes and the improved movement of the main character helps a lot, but the game just doesn't have the atmosphere or polished feel of its predecessor. I do like this game, but I was expecting so much more. As it stands, Shinobi III is not as good as Revenge of Shinobi.

SOWING YOUR ZEED



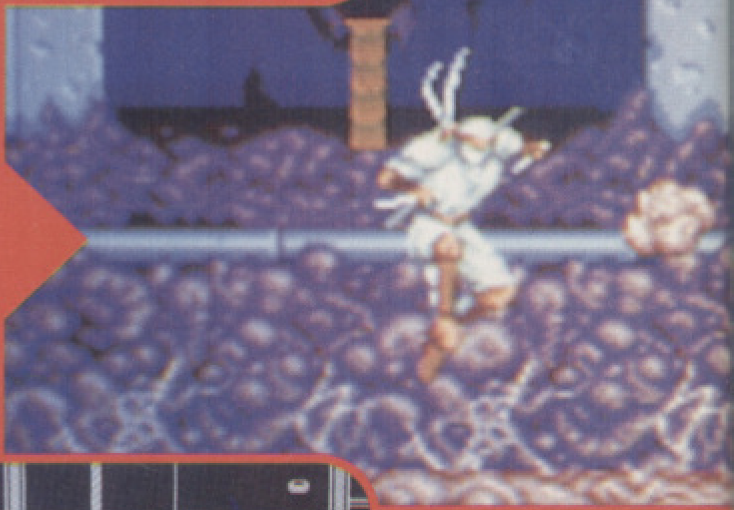
Never has there been a more motley crew of shambling, grotesque villains than the Zeed bosses found at the end of each level. In fact, some of these bosses also happen to be some of the biggest seen on the Megadrive as well.
Without further ado, let's see a slice of Zeed life at its most nightmarish.

BLUE LOBSTER



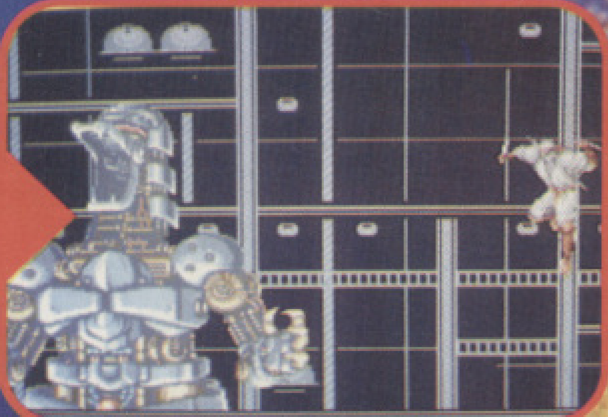
The evil samurai from the original game is back and he's brought a collection of his finest cutlery. Strapped to his waist is a giant pike which prevents you attacking him close-up and his chest and head are protected by the long swords he carries. The only way to peel this lobster is to get behind him and kick him in the back of the knees the old school way.

GENE CREATURE



Deep in the bowels of the Gene Factory lies a waste product of all the mutated human fodder, the gene creature. This foul beast bursts from its nest of fleshy excretion and proceeds to spew nuggets of meat at the mighty Mushashi before ducking under the waves of sinew and cartilage and reaching out with its horrible claws.

GIANT ROBOT



The mighty construct at the end of level seven is perhaps the most terrifying enemy Shinobi has ever faced. Rising out of the darkness, this creature screams and smashes the place around in the most tantrumous of manners. A slap on the botty is what's needed here.



HAIR TODAY

Waiting at the end of the game is the be-wigged one himself, the Master. In time-honoured tradition, he has prepared his fine locks with the ritual hair-grooming ceremony and it's up to Joe to defeat him if he hopes to stand a chance of saving the beautiful Naoko. However, the Master has been doing more than just crimping his hair since their last meeting and there are some extra special tricks up his sleeve. But is the Master really behind this dark and terrible scheme or is there someone else, someone more powerful holding the reins?

IT'S A KIND OF MAGIC

As any Shinobi worth his salt knows, ninja magic is essential for healthy teeth and gums. Fortunately, Joe not only has a fine set of chompers, but he also has some pretty nifty tricks up his sleeve. Let's dip our hands into the Shinobi top hat of tricks and see what we can pull out.

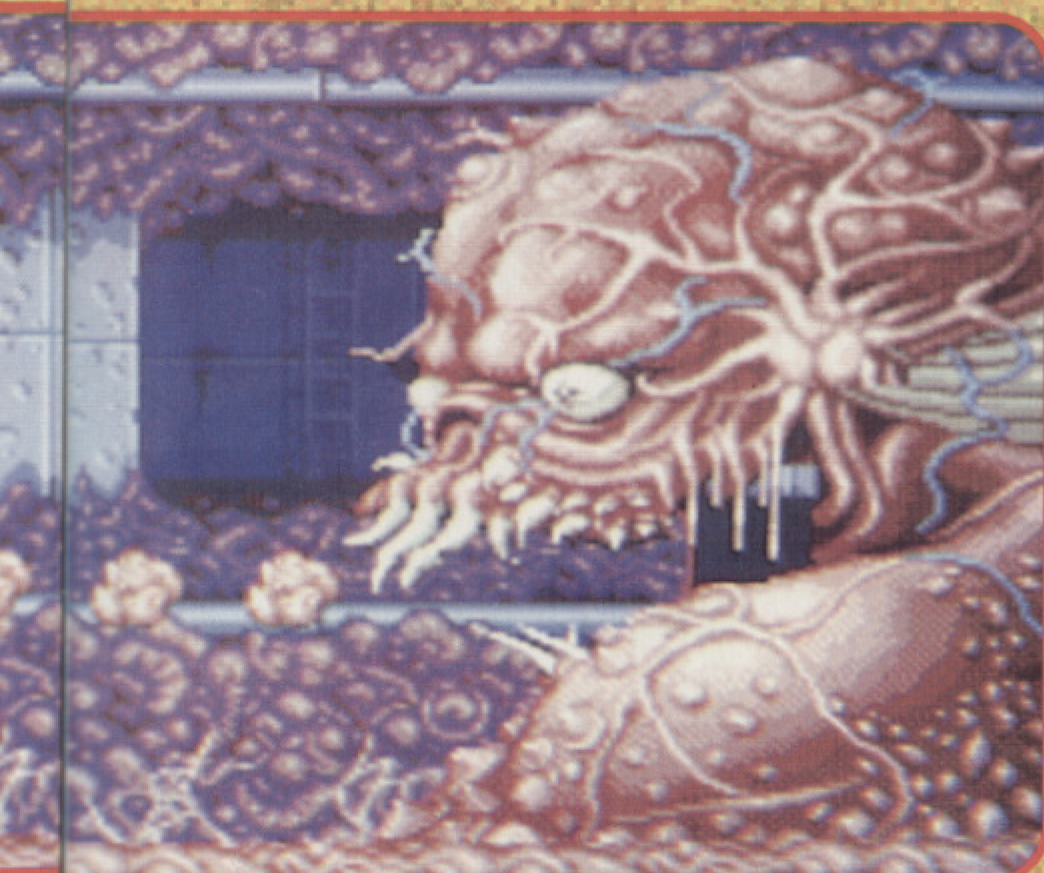
IKAZUCHI

By drawing strands of lightning down from the heavens, Joe envelops his body in a crackling shield. While engulfed in this protective shell, the Mushashi Marvel is impervious to any damage. However, take too many hits and the shield disperses.





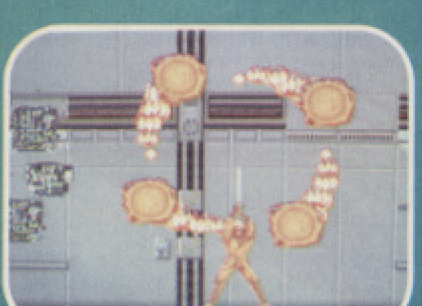
MIJIN
Without a doubt Mijin is the most powerful of all the magic, but the price for its use is a costly one indeed, for Joe must sacrifice one of his own lives! By stabbing his sword into the ground and praying, Joe's body spontaneously combusts damaging all enemies on the screen, taking our ninja pal's life with it. Make sure you have a spare life left before using this magic.



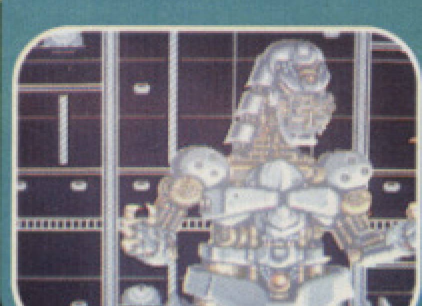




KARIU
Never one to rub two sticks together, our man Joe can call on the power of the awesome fire dragons. These blazing creatures spiral around the screen scorching the eyebrows of even the most fire-retardent foe. Very useful for damaging end-of-level bosses and it makes a pretty smart party trick too.



FUSHIN
Sometimes, your average run-of-the-mill leap just won't satisfy. That's when it's time to turn to Fushin. This magic allows Shinobi San to leap to incredible heights and reach previously unattainable ledges. The smart thing is, this magic lasts for the whole level and doesn't vanish even if another one is used.



HAKURIU
This is Joe's newest and most visually impressive trick. Call upon Hakuriu and a swarm of massive purple jewels will rain down on the enemy. These stones shatter on contact with any object, breaking into smaller pieces. Only when all the pieces have broken up to minuscule proportions does this magic cease.



PRESENTATION
85

▲The usual standard of options and a really nice intro sequence with a bit of storyline to boot.

GRAP
84

▲The sprites are smartly drawn and animated and some of the bosses are superb.
▼However, some of the backdrops are of a very low quality.

SOUND
87

▲The spot-effects are excellent...
▼Although the music could have been better considering it was written by Yuzo Koshiro.

PLAYABILITY
89

▲The controls are easy to handle and the platform action's initially enjoyable.
▼The somersault's more difficult to perform than in the original and the levels aren't imaginative enough.

LASTABILITY
87

▲The eight levels are quite difficult, especially in hard or hardest mode and the bosses should challenge you for quite some time.
▼Once completed, there's not a lot to bring you back.

OVERALL
88

Although not as good a package as the original Revenge of Shinobi, this game is still a decent platform ninja game, bigger and faster than the original. It's just a shame that more wasn't added to the concept.





MEAN YOB

In they come. Letters from the happy. Letters from the sad. Letters from the poor. And letters from the mad. Emotionally disturbed or sheer genius, they're all read and sorted by YOB, who adds his comments and prints the best of them. If you've got anything to say, have pictures, photos or even large cardboard boxes filled with produce from the rubber cow, send 'em in to: I'M A FAT JABBA WHO MAKES CHEESE IN HIS BELLY ROLLS MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BACK TO THE DRAWING BOARD

Dear YOB
I though I'd let you scan over this game. OK, it's only a thumbnail version, but it's just the start. You play a snooker ball called Sam. One quiet day on the snooker table, the evil cue ruler of the pool world takes all the snooker balls including his brother Black Ball to 'Pool World', a land of fantasy and magic. So it's up to Sam to kick ass. Each level has different coloured bases, like yellow = springy platform, so when you jump you have to be careful or else it's smashed Sam. There are puzzles like volcanoes and tidal waves. You have to save two reds, a brown, yellow, green, pink and finally your brother — the black. Well I hope you enjoyed that, Could you give us some software company contacts.
Paul Stas, Sadsville, Kent

YOB:Apt, that a game about a load of balls is in reality, a load of balls.

A PEELING

Dear YOB
I am writing to complain about the fact that MEAN MACHINES hasn't got many articles on orange peel. I find this most distressing as I am a keen orange peeler, so could you please do some research into the fact that orange peel is treated so badly in modern society. Instead of discarding it after usage, perhaps you could sellotape it to the front of the mag, to bring our links with nature closer together, and maybe even boost your monthly sales. Could I also point out the fact that your editor looks like a fresh banana, not to mention your staffers... but only when they don't wear hats.
Green Peace, W Sussex

YOB:You can just peace off.

KANGAROO SUCKER

Dear Knob, oops YOB
In issue 24 you destroyed the credibility of the great continent of

Australia. I would just like to add that I wouldn't visit that poor excuse for a country, full of whining pomeys called England if someone forced me to.
Mr Power, Peakhurst, NSW

YOB:Your sad and feeble observation is based upon the fact that you would be allowed to visit this country. In actual fact you wouldn't receive a visitor's visa on the strength that you're far, far, far too stupid to come here, Mr Poo-er.

OH DEAR

Dear Sir/Madam
Your magazine is always trying to be cheerful and attractive to children, so they might think video games are a good pursuit for a young person to be involved in. The truth is quite different. For many years I have had to give counselling to many young adults who have wasted their lives playing these games. Many give them terrible ideas about violence towards other humans. Even the titles of many are quite unsuitable for shop shelves. The problem is, young people are vulnerable, and need to be given advice and guidance (and, if necessary discipline). Your magazine offers none of these. I know about this problem from personal experience, my own son being 'lost' to games like these for some years. I was as concerned for him as I am for anyone addicted to things such as alcohol, or drugs. To be frank I believe any addiction to be the work of a strong force, not of good but evil. Now he has been re-found, and can only be thankful. Sadly, it seems you don't hold the same views. Happily, people who agree with me are organising into a force who will hopefully force a complete ban on video games by law, and re-instil firm family values in the nation, for the sake of our children's futures.
Mrs Margeret Shelley, Arundel

YOB: Open-mindedness and freedom of choice are obviously dirty words in your dictionary. Regarding discipline, we're currently looking into giving away a free smacked bottom with every issue.


Mr See Ess in his Sunday best...

RUBBISH!

Dear Mean YOB
I am the proud owner of a Master System (for once!) and am annoyed about other people saying that my machine is awful, rubbish or should I stretch to saying crap? These people, believe it or not, are Megadrive owners. What they don't understand is without the success of the Master System the Megadrive wouldn't have been invented in the first place. Just wait until Game Gear owners start to take the mickey out of the Megadrive! Then us MS owners will get our own back!
What also bugs me is why Megadrive owners take the mickey out of the MS anyway? Why can't they bother some NES owner or something? It's like an ice-hockey match where the teams get mixed up and start fighting amongst themselves! I suggest that Mr Sega Europe does something before Sega kills itself.
Aubrey Hesselgren, London

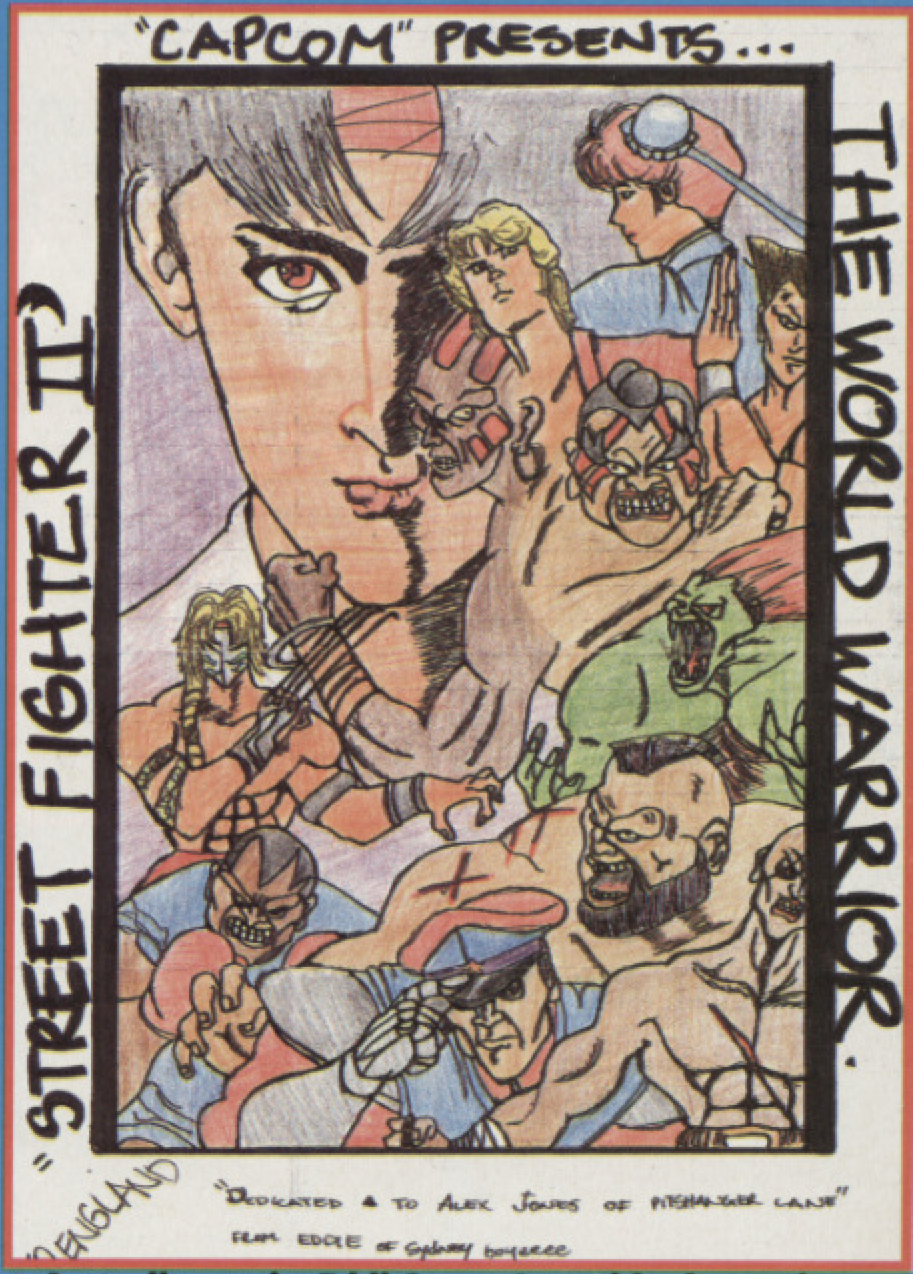
YOB:Yes, if it wasn't for Thomas Edison's gramophone, hi-fi's wouldn't have been invented. Hurrah for the gramophone! And three cheers for the penny farthing. Whoopee to the gas lamp. Huzzah for the spinning jenny. A cheer for the C5.

ILL POET

Dear Mean YOB
I am writing to say how skill your mag is and that anybody out there that does not read MEAN MACHINES Sega should have their head twisted around so many times it comes off, and when it does they should have an issue of NMS stuck to their nose with Loctite Superglue 3(TM), and be made to play Intellivision games for the rest of their lives. And to finish here is my poem;

The people who make MEAN MACHINES are brill-
Here they are in order of skill.
No.1 Jaz Rignall, wow what fun!
No.2 Rich Leadbetter, he's got one shoe.
No.3 Oz Brown, crap to see.
No.4 Andy McVittie, smells of...
No.5 Radion Automatic and the hand jive.
No.6 Angus Swan's off to the John.
No.7 Paul Davies oh no! slap! sorry.
No.8 Dave Kelsall sugar the dinner's burning.
PS Your mag is the best thing since your mag.
Anthony Conroy, Mitcham, Surrey

YOB:You are to poetry what Hitler was to international relations.

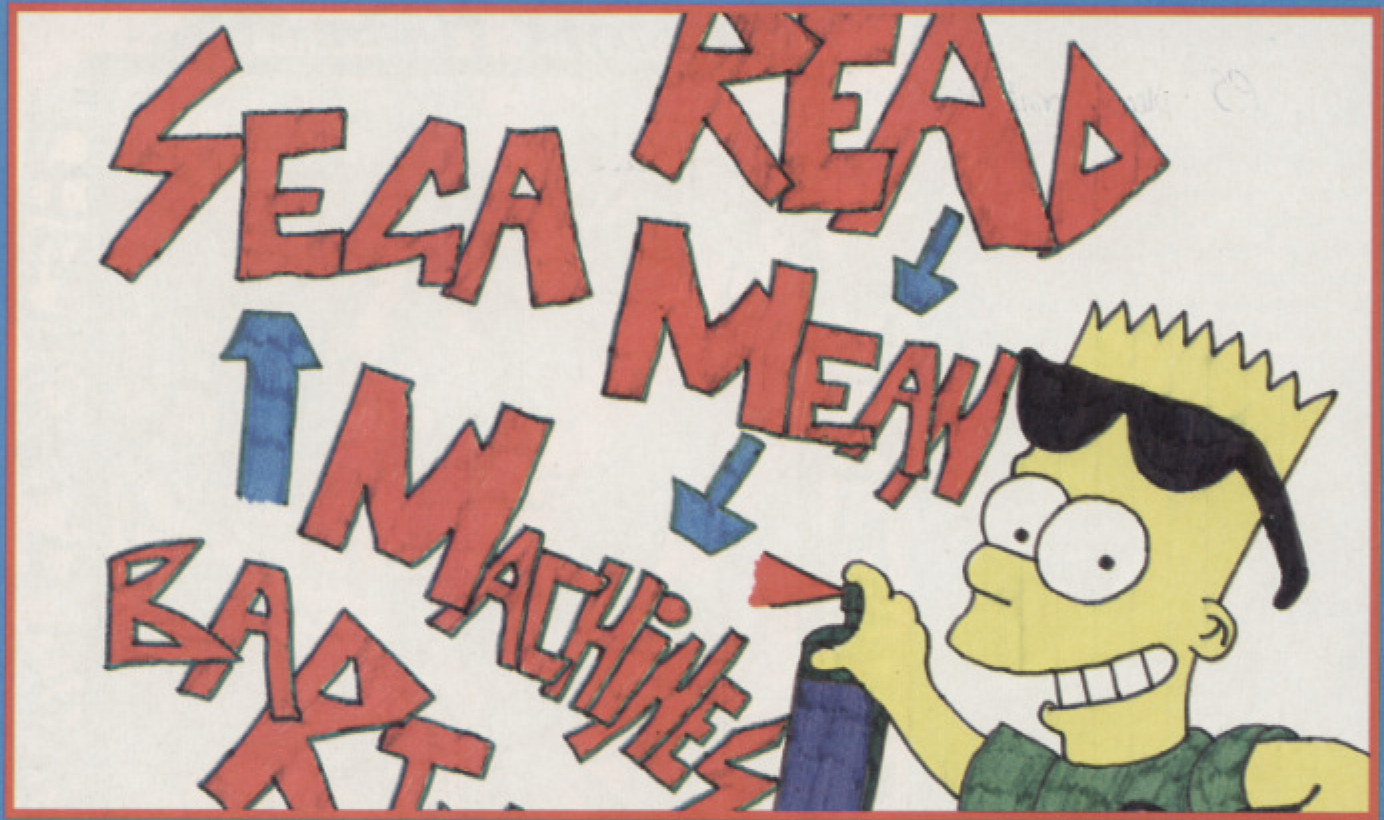


Australian artist Eddi Cenera's upside down pic.

EASY, EARSY, NOSEY

Dear YOB
First of all I would like to say how wonderful your new look mag is and keep the gifts coming. But the real reason for me writing is to tell you how cheesed off I am with the lack of difficulty in almost every Megadrive game. When we pay forty quid for a game we expect at least some kind of a challenge, a game that will last for ages: not some crap like Terminator that has only four stages. When will Sega learn that most Megadrive owners are good gamesplayers and are not all novices. I say Sega because the problem mainly lies with their games, such as Greendog, Strider, Golden Axe and Taz Mania. The list goes on. It's software companies such as Electronic Arts that seem to be escaping this charge with excellent games like Road Rash and Desert Strike which have perfect difficulty settings that don't allow completion in the first week. I am sure that many people agree with me. What do you at MEAN MACHINES think?
Zubair Ahmed, Newport, Gwent

YOB: Most games are too easy. That's what we think if you really must know.



▲ *Jon Morgan begged us to print this but we don't hold with grovelling so we didn't.*

JIME-E-E-E-E

Dear YOB
I'm really worried about a guy that lives down our street. I used to be quite friendly with him, and we would go out for a pint every so often, but then he bought a Megadrive with a game called Altered Beast. At first I thought nothing of it until one day I remarked on the very long hair he had on the back of his hands. He got really defensive, so I dropped the subject almost immediately. However, when I noticed his two front teeth were beginning to protrude from his upper lip, I began to get concerned. We were at Burger King that night, and he really embarrassed me by digging his snout, um face, right into his milkshake. Anyway, one night a black van with 'SEGA' on the side came to his house, and I never saw him again. I didn't give it much thought until I woke up after playing Splatterhouse 2 one night to find both my arms had been ripped off at the stump. Is this covered by my warranty?
Stephen Dukes, Middlesbrough

YOB:Sounds like a job for... Mrs Margeret Shelley!

DON'T HAVE A FIT

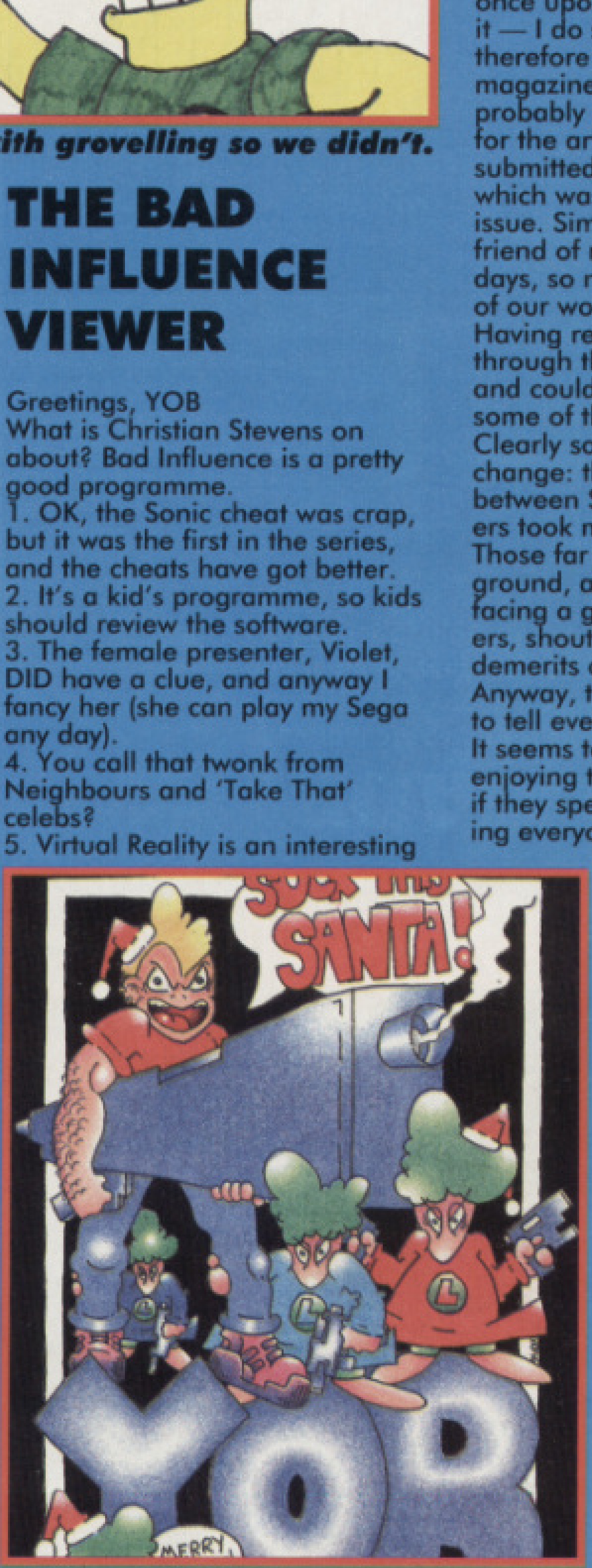
Dear YOB
I am a most deeply concerned reader of your utterly brill mag. As you may have seen in the Sonic 2 instruction booklet, and in some newspapers, the game comes with an epilepsy warning. Near where I live a man was rushed to hospital after suffering a seizure as he played the game. It made front page in the Daily Record. He is thought to be the first person in Britain to be affected by the game.
After my mum read about it she freaked! She said I may only play it for a little while at a time. Why should she be like this? I have had no occurrences whilst playing. Look at the thousands of people that have got Sonic 2 and nothing has happened to them. Is my mum talking rubbish? I will have to go, as my mum is shouting to tell me to stop playing Sonic 2 (even though I'm not).
James McAleese, Airdrie, Scotland

YOB:This is absolute, complete and utter cack. Jaz recently talked to a highly esteemed Medical Practitioner who specialises in epilepsy and he said that 1% of the population suffers from epilepsy, and 1% of those — a tiny amount of people — suffer from photo-epilepsy, the type of condition that can be set off by video games.
What he said was ordinary lights in a room, a run of the mill TV programme and even discos can cause these people to have seizures, and in fact there is a higher statistical chance of these people having a seizure while playing that is NOT caused by the game than having a seizure brought on by the game!
I'm afraid that once again sensational journalism has scored a victory over fact and common sense — don't believe everything you read in the papers.

THE BAD INFLUENCE VIEWER

Greetings, YOB
What is Christian Stevens on about? Bad Influence is a pretty good programme.
1. OK, the Sonic cheat was crap, but it was the first in the series, and the cheats have got better.
2. It's a kid's programme, so kids should review the software.
3. The female presenter, Violet, DID have a clue, and anyway I fancy her (she can play my Sega any day).
4. You call that twonk from Neighbours and 'Take That' celebs?
5. Virtual Reality is an interesting subject, and one day we will all have a VR system in our homes.
6. So, Sonic 2 had already been previewed on the MEAN MACHINES video. But the show did have the bonus stage, which was not previewed on the tape.
I'm just saying Bad Influence is a good programme, and one which is better than GamesMaster.
Scott Warren, Ipswich, Suffolk

YOB:So YOU'RE the one that watches it!



▲ *A goodly offering from Stu Green*

AAAGGGGH

Dear YOB
May I firstly point out that I do not own a games system of any type, Though I do have access to a Megadrive, which is certainly superior to the CBM 64 I owned once upon a time (Alright, I admit it — I do still have it). It is not therefore in my nature to read magazines such as yours, and I probably never would have but for the article on 'Desert Strike' submitted by Simon Edwards which was included in your May issue. Simon has been a good friend of mine since our school days, so naturally we share details of our worthwhile achievements. Having read his article, I looked through the rest of the magazine and couldn't help but laugh at some of the letters in your section. Clearly some things never change: the petty arguing between Sega and Nintendo owners took me back a few years. Those far off days in the playground, a group of '64 owners facing a group of Spectrum owners, shouting the merits and demerits of each machine.
Anyway, the point of this letter is to tell every one there is no point. It seems to me a person can't be enjoying their particular machine if they spend all their time criticising everyone else's. You should enjoy your system and allow others to enjoy theirs. Aggression and violence are already far too common in this world, don't make it worse... On saying that, how anyone could ever imagine that a rubber-keyed box with no joystick port, bad scrolling and crap sound was as good as a '64 is still beyond my comprehension.
DA Barnett, St.Annes, Lancs

YOB:Argggghhh! I don't believe it. Seven years have passed since Spectrum Vs C64 letters started and you're STILL at it! Well, I guess you got in the last word...


EVER SEEN A
TERMINATOR
IN 16 BITS..?
T2
THE ARCADE GAME
MEGA DRIVE
THE #1 ARCADE SMASH!
T2
THE ARCADE GAME
ARENA
16-BIT CARTRIDGE
THE Nº1 ARCADE SMASH
NOW OUT ON SEGA MEGADRIVE

HIGH SCORES

Pah! You ought to be ashamed of yourselves! Even that hopeless Thomas Guise character can do better than this! If things don't improve soon then you can wave good bye to it all and we shall brag our own scores and no-one else's! Let's be honest, who gives a damn about Dick Tracy anymore? And DJ Boy, who's he? Has nobody heard of Thunderforce IV and Master of Darkness yet or what? Stop poncing about will you and get stuck in. We want something decent for next month or else! By the way, well done Simon Bagnall. If you reckon you're good enough to stand the heat then send your miserable efforts in to I'LL COME AND HAVE A GO 'COS I THINK I'M HARD ENOUGH! HIGH SCORES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MEGADRIVE

ALIEN 3
4,997,810 Completed without continues
Wayne Turner, Chelmsford, Essex

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.

BLOCK OUT
193,881, got to level 8 from level 0, Flat Fun mode
Dan Towes, Gillingham, Kent.

CALIFORNIA GAMES
HALF PIPE
53,000
Dan Towes, Gillingham, Kent
DOUBLE HALF PIPE
78,495
Dan and Ross Towes, Gillingham, Kent.
FOOTBAG
463,320, on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent.
DOUBLE FOOTBAG
322,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.
SURFING 9.6 Turbo board
Dan Towes, Gillingham, Kent.
SKATING 9,000
Dan Towes, Gillingham, Kent.
BMX 134,650
Ross Towes, Gillingham, Kent.

CHUCK ROCK
179,400
Gareth Jones, Bangor, N Wales

DECAPATTACK
Completed with 12 lives left, none lost.
Daniel Gallop, Epping, Essex..

DESERT STRIKE
3,640,900
Daniel Flower, Rochford, Essex.

DICK TRACY
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent: YOU SAD MAN!!!

DYNAMITE DUKE
708,610 easy level
Daniel Flower, Rochford, Essex.

FANTASIA
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

GAIARES
1722188, Completed on Very Hard
Karl Barber, Redditch, Worcs.

GHOULS 'N' GHOSTS
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett, Co Durham.

GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent.

GOLDEN AXE 2
987.9. Hard.
Daniel Gallop, Epping, Essex.

GYNOUG
3,237,580 last level
Alan Gaunt, Birstall, W.Yorks.

HELLFIRE
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent.

JOHN MADDEN '92
237-0. Redskins vs Eagles, five minutes each quarter
Alan Gaunt, Birstall, W Yorks.

MEGALOMANIA
Epoch 6 completed
Gus, MEAN MACHINES.

MERCS
ORIGINAL
746,900
Daniel Flower, Rochford, Essex.

ARCADE
1,407,500
Neil Kendall, Birkenhead, Merseyside.

MICKEY MOUSE
1,254,700, completed on hard mode
Dan Towes, Gillingham, Kent

MIDNIGHT RESISTANCE
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent

OLYMPIC GOLD
Sprinting: 10.55 seconds
Hurdles: 14.26 seconds
Swimming: 1:57.4 minutes
Archery: 147 points
Pole Vault: 6.10 meters
Hammer: 75.75 meters
Gareth Jones, Bangor, N Wales

PREDATOR 2
1,363,070 Hard level
Wayne Turner, Chelmsford, Essex.

QUACKSHOT
876,500, completed with 7 lives left
Dan Towes, Gillingham, Kent.

REVENGE OF SHINOBI
1,156,800
Daniel Flower, Rochford, Essex.

ROAD RASH
£47,101,750 completed
Daniel Gallop, Epping, Essex.

ROBOCOD
10,389,600 Completed
Chris Collins, Cheadle, Cheshire.

SONIC THE HEDGEHOG
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

SPEEDBALL II
400-0. Brutal Deluxe vs Renegades (with the photo to prove it!)
Simon Bagnall, Fife, Scotland.

SPIDERMAN
175,000 Nightmare level
Chris Collins, Cheadle, Cheshire.

STREETS OF RAGE
1,102,750. Blaze on Hardest level
Daniel Gallop, Epping, Essex.

TAZMANIA
1,144,050
Neil Kendall, Birkenhead, Merseyside.

TERMINATOR
302,510 completed
Scott Mixter, Tranent, East Lothian

TOE JAM AND EARL
1,295, completed with Toe Jam
Dan Towes, Gillingham, Kent.

WARDNER SPECIAL
471,900, completed without using a credit
Dan Towes, Gillingham, Kent.

WHIP RUSH
1,561,400, completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill Consett, Co Durham.

MASTER SYSTEM

ASTERIX
349,600 completed without continues
Tim Mason, Sittingbourne, Kent.

ACTION FIGHTER
1,250,550, completed
Christopher Clarle, Wigan, Lancs.

ALEX KIDD IN MIRACLE WORLD
81,700 completed
Alex Trebowicz, Ealing.

CALIFORNIA GAMES
HALF PIPE
25,697
Jamie Carpenter, Southwell, Notts.
FOOTBAG
58,600
Jamie Carpenter, Southwell, Notts
SURFING
8.0
Jamie Carpenter, Southwell, Notts
SKATING
4560
Jamie Carpenter, Southwell, Notts.
BMX
76,800
Jamie Carpenter, Southwell, Notts.

LUCKY DIME CAPER
543,050 completed
Tim Mason, Sittingbourne, Kent.

MERCS
229700
Tony Payne, Bedford.

MICKEY MOUSE
96,530 completed
Abdul Hoque, Birmingham.

SONIC THE HEDGEHOG
527, 700 completed with 6 gems
Michael Cassidy, Dagenham, Essex..

SUPER KICK-OFF
25-2, both teams on division 3
Jamie Carpenter, Southwell, Notts.

XENON 2
18,520
Tim Mason, Sittinbourne, Kent.

GAME GEAR:

COLUMNS
4, 317,000 – and only stopped because his tea was ready!
Andy McVittie, MEAN MACHINES.

MAPPY
287,860, level 58
Paul Haseldine, Stapleford, Notts.

MICKEY MOUSE
243400 completed with 18 tries left
Liam Rosher, Woodside, London.

PUT 'N' PUTTER
Finished in 14
Liam Rosher, Woodside, London.

Q+A

GARY GLITTER

Dear Jaz,
Please help me and probably many other people who are confused over this matter. After wetting my pants five million times when reading your news that Street Fighter II was coming out for the Megadrive, I thought at last Sega can match Nintendo with a huge 16-meg cartridge and prove Nintendo totally gutted. A few days later I walk into a newsagents and pick up an edition of SEGA POWER to have a quick peak. Within its limited news pages I see an article that states that a company called ULTRA are making a device that will allow Super Nintendo games to be played on Megadrives. It was a gadget that, when purchased, slotted somewhere onto your Megadrive making Super NES games playable on a Megadrive. It also said that the company ULTRA only had to sort out legal arguments before the device hit the streets. I thought to myself: "sod this magazine, it's total bull". After all, as if Nintendo would allow that! But I still thought there could be a flicker of truth in it and didn't walk away totally convinced that this news was lies.So please help me and many others to try and sort out this mess once and for all!
Nick Tompsett. Kent

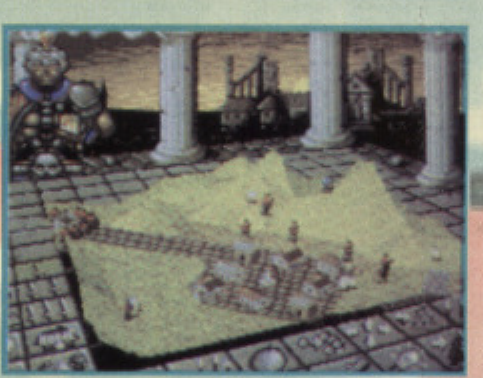
JAZ:We've heard rumours of this thing, but until the people concerned actually show us a working version and prove that it can be released at a sensible price without Nintendo throwing the book at them the only comment I'm prepared to say is Jim-e-e-e! Reckon!

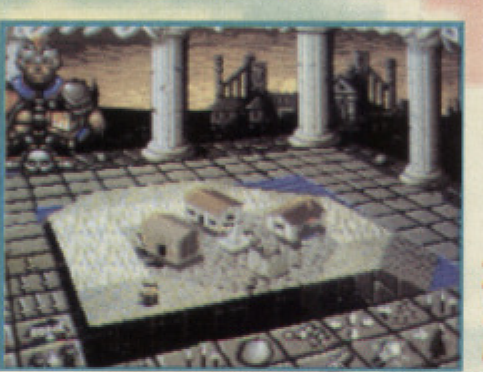


With Saturn being eclipsed by Capricorn and Aquarius moving into Uranus, it's time once again for the great oracle Jazza to open up his big brown sack and check its seminal contents. If you've got any - and we mean any - questions that need answering, write in to: LUCY SAYS I REALLY NEED SOMETHING HOT INSIDE ME BEFORE I GO OUT TO WORK ON THESE COLD MORNINGS Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MICHAEL STICH







Dear Jazza,
Please answer my questions before I make a costly and stupid mistake.
1. I'm going to Hong Kong. Will the Megadrive games work on a UK Megadrive or do I need a convertor? Will the text be in Japanese?
2. Will the Mega-CD in Hong Kong work with the UK Megadrive and will the CD's work?
3. How much do you reckon Street Fighter II, Streets of Rage II and Landstalker cost as they are all 16-meg carts.
4. Is it true that Konami is making games for the Megadrive?
5. What is the best from Mega-Lo-Mania, Populous II or Powermonger and do you have the release dates for them?
6. The best platform game, apart from Sonic II?
7. How much is a Mega-CD and when will it be released over here?
Steve Mitchell.

JAZ:1. A converter will do the trick! 2. No. 3. £45.00. 4. Yes - next year. 5. Mega-Lo-Mania is best - Powermonger and Mega are out early next year. Populous II I'm not too sure about 'cos I don't really care.

JONATHAN ROSS



Dear Jazza,
I am an owner of a Megadrive going insane due to the lack of decent football games available, so I would be very relieved if you could answer my questions.
1. In issue 15 you stated that Kick-Off will be released this year. With one month to go until the new year there is still no sign of it. Is it going to be released and when?
2. Is European Club Soccer worth buying whilst I'm waiting?
3. Will the Amiga's Sensible Soccer ever be out for the Megadrive?
4. Are EA going to develop a football game as their other sports simulations are pure class?
Totally insane football fan:
Steve Purley. Surrey.
JAZ:1. Check out the preview in this ish. 2. Up to you, mate - it's okay, but not great. 3. Yes - next year. 4. Not at present.

GORDON BANKS

Dear Jaz,
I have a few questions for you to answer about my Megadrive. As I am a keen tennis player I was wondering which tennis game is the best out of these: Jennifer Capriati's, Andre Agassi' or Amazing Tennis? Also when will Super Kick Off come out?
James Graham.
Wolverhampton.

J
AZ:Amazing Tennis looks the best at the moment - we'll keep you posted if things change.

DONALD DUCK

Dear Jaz,
I am writing to you to find out what qualifications I would need to work for a computer magazine. I am thirteen years old and will soon have to decide which options to take at school. I've always liked computers since I was six years old when ' Santa' brought me my first computer: A Spectrum 48K... Yes, the one with the rubber keys.
I am serious about a career in computing of some sort and think that working for your magazine would be a good career choice. I can write articles with a sense of humour but still get the point across. I would be very grateful if you could send me a list of the qualifications you need to get a job with MEAN MACHINES. Thank you very much.
Aiden Cowell. Leicester.

JAZ:If you're serious about writing take subjects which involve a lot of written work like English, English literature and history. French is also a very useful subject to take. Really, it's writing skills that are most important.

ROGER HUNT



Dear Jaz,
Would you please answer me these questions.
1. When will Thunderforce IV be officially released?
2. Is Gauntlet any good?
3. With so many people complaining about SEGA games being so easy, why not get a petition going to send to them?
Rob Robinson, Rotherham.

JAZ:1. Just after Christmas as far as I know. 2. The screenshots look great, but I won't know about the gameplay until I play the game in Las Vegas next month. 3. Why not indeed, but bags not me organising it.









JACKSON POLLOCK



Dear Jazza,
I recently emptied my head and a load of questions fell out and they were shouting "send us to Jazza, send us to Jazza!!". So I liquidised them and poured them onto this piece of paper and sent them to you hoping you'll answer them.
1. The other day I read in an American magazine that Nintendo are working on a 32-bit CD-ROM system for the Super NES which will make the Mega-CD look like a Spectrum. Is this true or are they fibbing?
2. Could you also explain what this new 3D chip Nintendo are working on is?
3. I also read the the MEGA CD's rotational hardware is naff compared to the Super NES'. Is this true?
4. When is Power Drift going to be released on the Megadrive or has it been scrapped?
Thanks, cheers and have a merry Christmas.
Bob. South Wales.

JAZ:1. There's a certain amount of spinning going on there. The Super Nintendo CD certainly sounds good - but when will it appear? The Mega-CD is very good too, and will be released in February. 2. It's a chip that does 3D polygon graphics. 3. Not really. 4. As far as I know it's still in development, but the game itself is getting a bit long in the tooth.

STUART HALL



Dear Jaz,
I have just been given a Megadrive for my birthday and to my horror it doesn't work properly on my television in my room. The picture jumps, though not straight away, after it is on for about five or ten minutes. It doesn't matter how long the actual Megadrive is turned on for just the television.
At first I thought there was something wrong with the Megadrive, so I got a new one from Dixons. Though this made no change to the situation, the picture still continued to jump after the television was on for five minutes. I then thought that my television was at fault: Both of my Sega machines work properly, with a crystal clear picture, on the TV downstairs. I can't afford to buy a new television set and I certainly don't wish to sell my Megadrive. I have tried using different aerials but still no go and I can't play on the television downstairs as my parents are always watching the television. I have also tried asking a number of electrical shops but they can't help me. I am currently very distressed at this so please, please, please could you advise me in order to solve this problem.
Anyway, when do you think the Mega CD will be officially released and will Final Fight be any good?
Jonathan Calwell. Essex.

JAZ:Nothing I can do matey. Your telly's not working and it needs to be fixed. It's as simple as that.

GERMAINE GREER

Dear Jaz,
Please could you answer my questions?
1. Is there going to be a CD for the Master System? My friend said he saw one in a mag.
2. If so how much will the games be?
3. Is Pro Wrestling good for the Master System?
4. Is Streets of Rage coming out for the Master System?
5. If so will it be worth buying?
Matthew Pardoe. Yardley.

JAZ:1/2. Nah. Your friend is lying his pants off. 3. It's okay. 4. Yes - early next year. 5. It'll be just like the Game Gear version, which was very good.

EMMA FREUD

Dear Jaz,
I am the proud owner of a Japanese Megadrive. Well on to the point... After reading a recent letter in Sega Power I found out that Sega were going to put a chip inside games to lock out us Japanese Megadrive owners. If this is true how will we know what games have got them in?
Shaun Brazier. Dorset.

JAZ:You won't know what games do and what ones don't - you'll either have to test them in the shop, or play it safe by buying Japanese import games.

NOBBY STILES



Dear Sir/Madam,
If you play on a computer too long people say you become addicted to it. Is this true? In some magazines people say some computer games make you violent. On Bad Influence they say Street Fighter II is the worst game you can buy for violence. Is this true? If not what game would you say is the most violent? I wrote this letter because I am doing a project on computers and I need to know these answers. have you got any free computer magazines or posters etc that would help us with our project?
Richard Lavender, Wednesfield.

JAZ:Computer addiction is absolute cobblers. People might spend too much time playing games, but they don't get 'addicted' to them. As regards to Streetfighter II, the 'violence' is cartoon-style - like Tom and Jerry. Not real, digitised horror. We don't send out freebies I'm afraid.



HOTLINES

WIN A SUPER NES



The Super NES is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot 'phone line. You know the score. Dial away and see if you can win.

0839 335523

WIN £150 WORTH OF GAMES

Want to try and win enough games to fill your Y-fronts to breaking point? Well, dial away (being careful to use the number below) and that £150.00 worth of games you dream about could be yours!

0839 335525

WIN A GAME GEAR



Fancy trying to win one of these portable colour Game Gear doubries? Dial up the number below and listen, and you never know. One of those fabbo machines could be all yours!

0839 335526

WIN A MEGADRIVE

If you've always wanted a Megadrive but have parents too stingy to buy one, why not try and win one in this amazingly easy-to-enter competition. Caress the knobs on your 'phone, dial up and listen...



0839 335524

WIN A GAMEBOY



What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the best thing since dusted monkey ass and one of these pocket-sized wonders could be yours if you win the comp on this line.

0839 335527

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS YOUR 'PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 36p PER MINUTE (CHEAP RATE) OR 48p PER MINUTE (ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES.



TIPS

Righto, Chrimble is over, you're probably all bored with your pressies, grossly overweight, there's nothing to look forward to now except the prospect of freezing your extremities off for the next three months. Well, serves you all right for having a jolly time while I slaved away putting this scrummy tips section together for you, you spoilt brats! Anyway, keep those tips/ maps coming to: THIS TIP IS A POTENTIAL DEATHTRAP, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

LEMMINGS

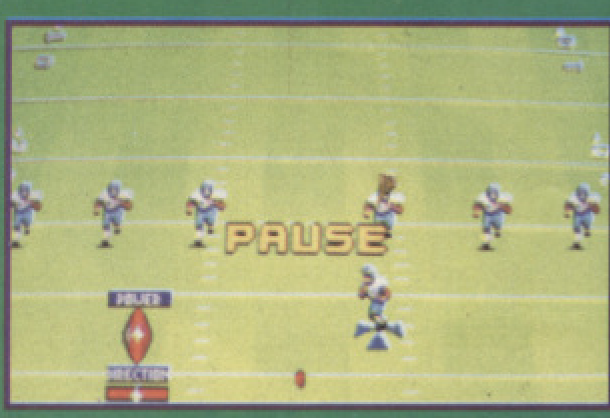
If these little critters are giving you serious grief and the only answer seems to be to throw yourself off the nearest cliff don't be such a total DORK. Just hold your breath, stick two fingers up your nose and sing superkalafragalisticexpialidocious backwards - this won't do you any good whatsoever but it'll make you look like the plank you obviously are. Alternatively , lap up these amazing codes from Alan McGovan of South Shields, Tyne and Wear for all 180 levels. Co-er. That's a lorra lorra levels!

	FUN	TRICKY	TAXING	MAYHEM	PRESENT	SUNSOFT
Level 1	LDDTD	YTDYD	YFDTD	MWDYD	NZGJW	BRGPW
Level 2	QWKYN	MSJXX	ZJKWP	FVJXX	TDNMH	QSMNQ
Level 3	NDDTD	XFDWF	CRDQF	MLDWF	SPGGX	HVHCB
Level 4	SWKYN	TSJXX	DNKWP	KNKPB	DXNCL	FMMFT
Level 5	FTDVM	TVDXN	VKDSN	PQDPR	RXHYJ	GZHBL
Level 6	KMKBX	HMKZG	BSLPB	HHKRK	XBNCV	ZQMSX
Level 7	HTDVM	SYDXN	DZDJR	PFDMS	WMHWK	MHHRF
Level 8	MMKBX	PMKZG	FWLPB	HWKNL	HGNRP	KGMQY
Level 9	VDDTD	LKDWF	SNDHJ	JTDKK	RBGKW	HHGMX
Level 10	ZWKYN	DMKPB	TRKKT	GHJBX	XFNMH	BNMFT
Level 11	XDDTD	PYDMJ	WYDDK	NXDYD	WQGGX	NLHZB
Level 12	CXKYN	LMKPB	XVKKT	GWJXX	HYNCL	LCMCV
Level 13	PTDVM	LPDPR	PSDGS	LYDXN	VYHYJ	XLHTF
Level 14	TMKBX	YFKRK	VLKBX	DQKZG	BDNCV	MNMSY
Level 15	RTDVM	KSDPR	XSDVM	QRDPR	ZNHWK	YDHRG
Level 16	WMKBX	GGKRK	YPKBX	JJKRK	RNNTP	BHNKC
Level 17	VHDVD	SGDPJ	CLDVD	ZJDPJ	RMGNW	PLHHB
Level 18	ZZKZN	GFKNC	DPKXP	SHKNC	XONOH	DNMGV
Level 19	XHDVD	RRDLK	GWDRF	ZXDLK	WBGLX	VZGSW
Level 20	CBKBP	NFKNC	HSKXP	DSJFX	HKNHL	SRMVP
Level 21	PXDWM	NHDNS	YPDTN	JVDFN	VKHDK	TFHSG
Level 22	TQKCX	BYKPL	FXLQB	BMKHG	BPNGV	NLNLC
Level 23	RXDWM	MLDNS	HFDLR	JKDCP	ZYHZK	ZBHKK
Level 24	WQKCX	JYKPL	JBLRB	BBKFH	LSNVP	XZNHD
Level 25	FJDVD	FWDLK	WSDJJ	CYDZF	VNGNW	VBHFC
Level 26	KBKBP	XJJCX	XWKLT	ZZKSB	BSNOH	CTMRP
Level 27	HJDVD	JWDZD	ZDDGK	HRDRJ	ZCGLX	PRGMX
Level 28	MBKBP	FKJCX	BBKMT	ZPKQC	LLNHL	MJMPO
Level 29	YXDWM	FMDCN	SXDHS	FSDQS	YLHDK	SZHFK
Level 30	DRKCX	SCKFG	FXKFX	XJKSL	FQNGV	HCNFD

JOHN MADDEN 92

To get to the Superbowl without any fuss or bother just enter this code from Dave Shannon of Liverpool: DZG54FVH.





WRESTLE BALL

Here's a tip from Marc Anderson of Cleveland that'll help you run rings round the opposition. To get an undefeatable karate team simply type in: KW6EN.

HERZOG ZWEI

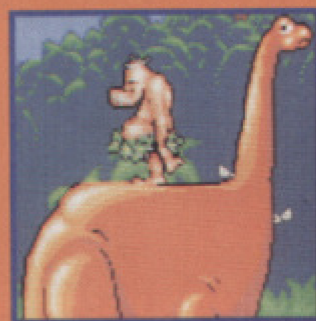
To cut the cack and zip straight to the very last battle, try this code from David Shannon of Liverpool: LHJKINAFAMA. Oh, and I can read your writing perfectly David — with a serious bit of squinting, 12 pints inside me and a pair of 3D specs on, so don't worry!

CHUCK ROCK

I've had stacks of cracking tips in for this cracking platform game but this one from Windsor McGilvray of Lanarkshire is very goodly indeed and well worth a look.
On the title screen when the band is playing, type in ABRACADABRA using the A, B, C, RIGHT and DOWN buttons. The lead singer smiles. Press A, B, C at the same time and he smiles again now when you start playing, press RIGHT and A to move forward one game section or UP and A to move forward one level.



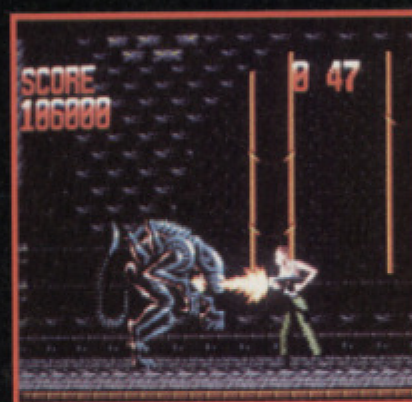






ALIEN 3

For a super smart secret room follow this bonnie wee guide from Jamie Cashmore of Ayrshire, Scotland. At the start of Stage 4, rescue the prisoner on the right then jump through the wall on the left. Keep on pressing left when you jump into the room to fall down and collect weapons. There's two rounds of the gun up for grabs and two rounds of the grenade launcher.





TIGER HELI

James Garside of Dewsbury, West Yorkshire has got a goodun for this simple but utterly addictive platform romp. Go to the title screen and press START once so the instruction screen appears. Hold down UP, A and C then press START for a Level Select.

SUPER FANTASY WORLD

Here's a dream tip from Michael 'Nuts' Hunter, of Reading. I'm not sure if his middle name refers to the mental or physical side of him but who gives a flying squirrel so long as he gets the tips in. Have all the hints you'll need to whip this elusive little number just cos I'm nice. While playing, hit PAUSE then on the two-player pad, hit B while holding START and LD. When the message 'PASS' flashes up, hit C for Next Stage, hit B for Infinite Credits, hit B again for Immortality. For even more extras, hit PAUSE then again on the two-player pad, while holding LD and START, hit C and DE-PAUSE to jump to boss or hit A for maximum gold.

GAIN GROUND

Time for a quickie... Level Select that is, courtesy of David Old of Wigtownshire, Scotland. All you do is press A, C, B and C together.

TEAM USA BASKETBALL

Cheers to Gareth McGrath of Devon who, with these ball-bouncingly good codes, has made basket-making kids' stuff (you are the Dream Team).

Round 1:	DGCRCG
Round 2:	CJCRHQ
Round 3:	FKCRF
Round 4:	B1WRCX
Round 5:	D13RB4
Quarter Final:	F17RFB
Semi Final:	BT7RCO
Final:	DT7RB5
Gold Medal:	CT7RDG



The Thunder Sword in action!

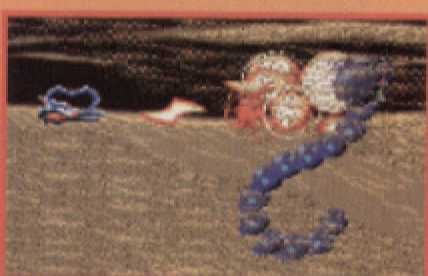




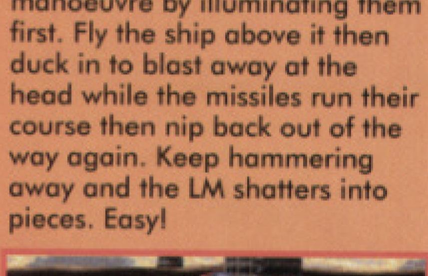
THUNDER F

Rather than waste your time filling the next three pages with useless information that may as well be lifted from the instruction manual, we've decided to concentrate on the attack patterns of *all* the end-of-level bosses and how best to cope with them. Let's face it, you all know where the fire button is. It is far more useful to know what to expect from the huge mothers!

DASER

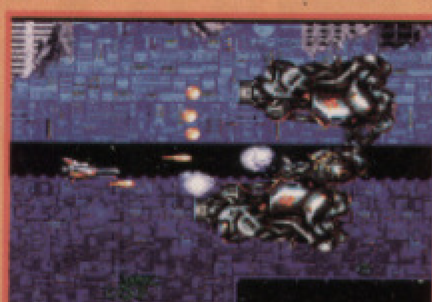


THE LM MECHA-COBRA
Midway through this swirling sandstorm this serpentine droid rises from the dunes and attempts to swipe the Rynex from the air. The swinging tail is it's primary form of attack and is easy to avoid. The thing to watch out for is when the LM fires it's cheek pouches out at your ship. It signals this manoeuvre by illuminating them first. Fly the ship above it then duck in to blast away at the head while the missiles run their course then nip back out of the way again. Keep hammering away and the LM shatters into pieces. Easy!



MINIHEAD:FOMALHAUT
Unlikely as it may seem, the way to defeat this ship is to bombard the main-frame at the closest range possible. Ignore the head altogether until all the body has fallen away. Basically it's head is invulnerable until this has occurred anyway. The satellites are also susceptible to damage, though it best to dodge and weave and concentrate on the job in hand. Position the ship slightly beneath the detached head's nose to avoid the missiles.

RUIN

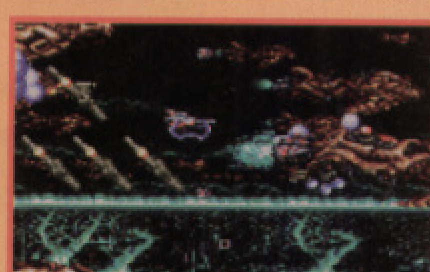


HELL ARM
Take out the claws at the top and bottom of the Hell Arm. This isn't difficult and the missiles it projects are easily avoided by simply moving the ship forwards then backwards to guide them into range. The attack pattern of the ship then alters to a ramming, laser blazing affair, the blasts coming from the smoking remnants of the claws. Keep the ship between the laser blasts and concentrate the fire at the enemy ship's centre. It isn't easy but that's the way to do it!



CLONE-DRONES
These infuriating death traps are a perilous mystery at first but their secret is that they reproduce when fired at. When you're not too sure when and where they are likely to crop up it is best to avoid using such weapons as the HUNTER and refrain from mindless blasting in general. Get behind them then shoot or else face the sad consequences!

AIR-RAID



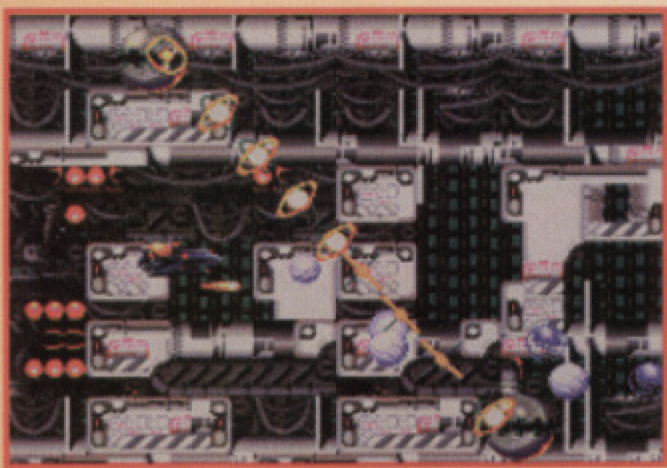
RUNNING THE GAUNTLET
The heavy artillery is guided toward the Rynex accurately by homing cross-hairs. Keep an eye out for the utility ship at the bottom of the screen. It carries a shield that is almost indispensable. If the Rynex still has the HUNTER weapon in it's possession then use it! When the fleet of ships makes it's speedy advance from right to left try to position the ship reasonably central because a utility ship carrying a 1-up flies on that course.

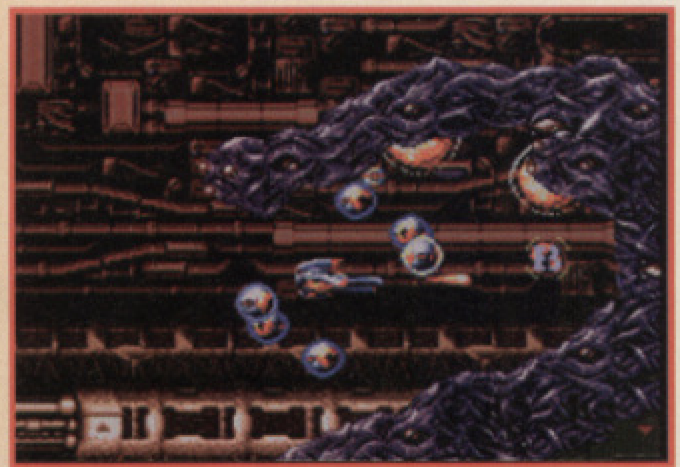


RATT CARRY
First of all aim for the energy-disc-firing turret as the rest of the carrier is invulnerable until this is destroyed. Next take out to missile launcher situated at the rear. Proceed to circle the ship and weave between the bullets to attack the front of the Ratt Carry. Again it's not easy but, believe me, it is the only way!

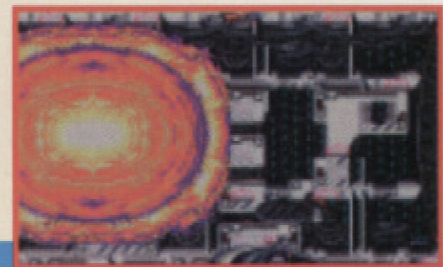
STRITE

SEGMENTED CARRIER
Switch to the Rynex's back shot, preferably armed with the Rail



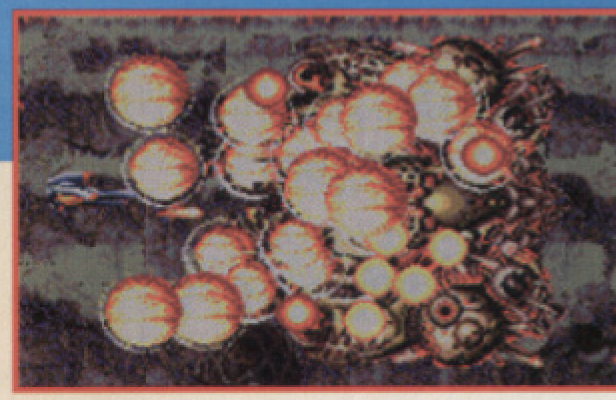






FORCE IV

PLAYERS GUIDE



▲ ***Die! Die, you fool! (phew!)***



Gun, and manoeuvre the Rynex as close as possible to the Carrier. This way the attacking fighters sail harmlessly overhead. Once the segments are destroyed the Carrier switches to laser sighted attacks. Look out for the red beam then pass through it quickly to draw the Carrier's fire. Stay with the back shot until the Carrier drops into the sea.



● ***GARGOYLE DIVER***

Surviving the thrashing, fire ball launching tail is the simple part here. All that is required is to move beneath the waves with guns blazing making sure to avoid the tail. The target area is its stomach. Keep the Rynex out of line with the Diver's head to reduce the chances of being taken out by the air blasts from its mouth.

ELECTRO-CORAL



● ***ELECTRO-CORAL***

The guardian of the deep is an electrified trident of some strength. It is a tricky character to beat due to its ramming technique and the balls of energy it emits. Try to get as many hits in as possible when the coral is stationary, producing the force-field. Also, be prepared for the boss to ram the Rynex against the left side of the screen Work on the top and bottom prongs first then prepare for the remaining centre piece to create protective, orbiting globes of energy. The globes circle the guardian in ever increasing circles. It's a simple case of sustaining fire then moving in to take the blighter out!

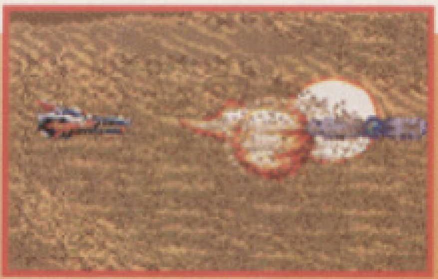
THUNDER FORCE II REVISITED

Anyone who has played Thunderforce II may remember the boss on level four. He was pretty easy and simple to bully into submission. At the end of the seventh level in Thunderforce IV the Rynex encounters his big brother and he's in a right strop! Beginning the attack, the slug-like monster wallows at the bottom of the screen sending pieces of rock and crustacean flying about to land on the Rynex. After much firing at the head of the beast it rises from its position on a sickening spine and gets very nasty indeed. What this amounts to is a mixture of homing missiles from cannons located at big brother's neck and fire balls a plenty spewing from his mouth. Concentrate on punishing the boss' face. Whatever the odds DON'T fly the ship down to the bottom of the screen because the mother of all gardeners' nightmares comes crashing down if you do.





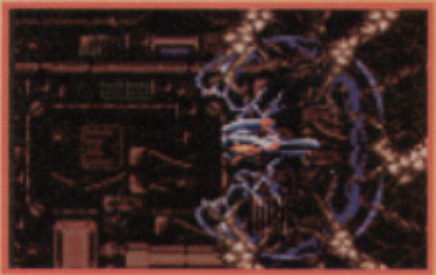
▲ *The Rynex can be very disarming when it wants to....*



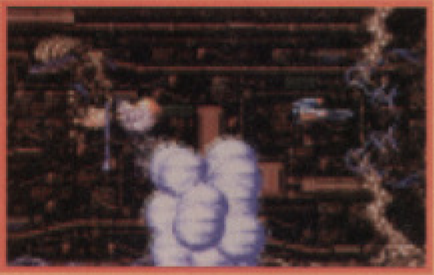
▲ *Pest control!*



▲ *Destroy! Kill! Kill!*



▲ *A safe place to hide.*



▲ *Oh Muvver! Help me!*

MIGHT OF THE MITE



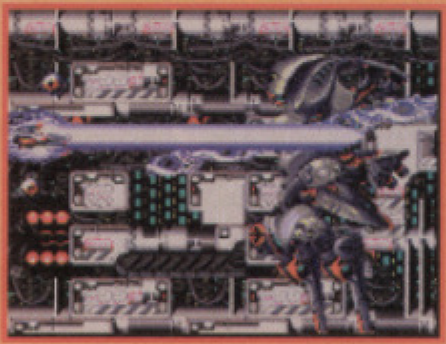
This boss is the first to bring home the realisation that Thunderforce IV isn't a game that gives up too easily. Take out the two spidery type legs that waver from the side of the enclosure at the right of the screen by firing at the pale coloured joint. At this stage a fly-infested whatever-it-is leaps around dispersing its insect chums about the place. Although the flies are harmless in the air, once they land they react with the floor and transform into deadly jets of gas that rise toward the ceiling. The next form of attack that this strange thing employs is a horrifying spinning attack, lasers blazing and flies-a-flying to the floor. Keep the Rynex busy hammering away at the creature's husk but keeping clear to avoid the spinning attack. Sooner or later the boss' insect-like pal flies into view to carry his wounded associate off to safety, the injured party dripping a highly corrosive drool from its mouth. Whatever you choose to do, don't fly the Rynex beneath the pair because the fluid is deadly to the ship. Suddenly the heroic instinct abandons the winged one and he buzzes off leaving the defunct dribbler to self destruct at the bottom of the screen. Hide the Rynex in the smashed enclosure to avoid getting hit by the boss' innards.

HANGER BOSS



The entire of level nine, a sort of enemy hanger base, is challenge enough but the boss at the end is extremely mean indeed! First of all there is the simple job of picking off the five rear-mounted laser cannons. They fire in sequence from top to bottom so it is easy to time the Rynex's attack. After this the boss takes the Rynex head-on and fires a spray of bullets and homing missiles. Keep the Rynex as central as possible - flying about in a wild panic is sure to end in grief! After this the boss swipes the air with its claws and then fires a sweeping pair of incinerators that concentrate on the whole of the left hand side of the screen. Duck the Rynex beneath the boss to avoid being hit by this. Finally, after the bottom claw is blown to smithereens, keep firing at the boss' "eye" until the topmost claw imitates the previous incinerator attack but this time circling the ship in a clockwise motion. Keep at it! Nip around the ship ahead of the incinerator and the boss meets with its deserved doom.

IT AIN'T OVER TILL IT'S OVER



There are two bosses in level ten and both of them are complete nightmares! The first is the remnant from the Mothership on level five, this time around the shiny cyber boss-man is armed to the hilt with nasty surprises. The most formidable weapon of all is located behind it and takes the form of a monstrous cannon that fires great balls of fire each time the boss ducks to the bottom of the screen. When this happens take the Rynex to the top or bottom of the screen for safety. The missiles and bullets are simple to take care of at this stage, however the homing green laser from the boss' head requires some nifty manoeuvring. Anticipate this particular attack and move towards then away or vice-versa to fool the boss into firing at the Rynex's last position. Don't move the ship too quickly or the laser catches up with it and you can't double back!



● THE FINAL BOSS

Deceptively simple at first, this final guardian of the empire is first dealt with by firing at the sides of its hulk avoiding the attempts at crushing the Rynex against the sides of the screen. From then on the going gets nigh on impossible! Pound away at the boss' sides again but prepare for it to fire a circle of blue balls that close in on the Rynex. They are destructible, so fire with forward and then backward shots to clear a path for the Rynex to exit through and then repeat the routine over and over until it dies. Be warned that this is incredibly difficult – even for masters like us! All the effort is rewarded by a fairly classy end sequence with lots of digitised stills and a brief epilogue that ends with "to be continued....". Oh no! We can't stand it!

VALIS III



For a mega-groovy Stage Select (oh, okay so it's not particularly groovy at all, in fact if there was such a thing, it would probably win the prize for the most ordinary, run-of-the-mill Stage Select ever but that's irrelevant). All you do is go to the title screen, press A, B, C and UP while pressing START. When the screen goes black just let go of START and pick away (no not your nose you dork).

WANI WANI WORLD

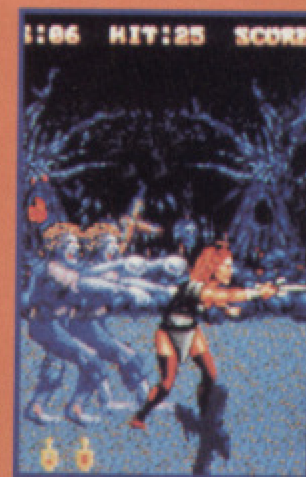


Sometimes gaining Infinite Lives is as easy as pressing RESET twice when the SEGA logo appears as James Garside of Dewsbury, West Yorkshire discovered.

FLICKY

Ninety-nine red balloons go by… as Nena once insisted. Well basically who gives a flying fig when you can have 99 lives — courtesy of Andrew Heywood of Halifax. At the start press B to select the hard level and then press START twice. When you reach the 'Press Start' prompt, keep pressing A until the credits start to increase. Keep doing this until you reach that magical 99

SWORD OF SODAN



On the High Score table (unless you're so unbelievably crap that you can't get there of course), enter HINANP then use the START button on Joypad 2 during the game to skip levels. Many thanks for that Dave Shannon from Liverpool.

SPEEDBALL 2



According to Marc Anderson of Cleveland, all you have to do to get into the Major League is enter this code: LCLI CWAT O6XE ya3q 2bst -isl gGVC - well I'll take your word for that matey peep.

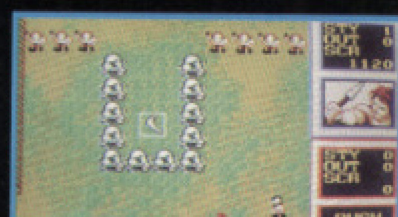


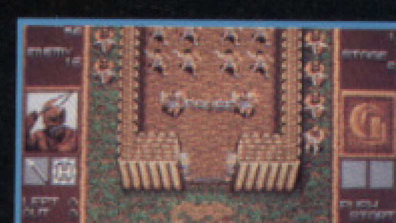


BURNING FORCE

You wanna Level Select? You got it thanks to Kristofer Storey of Bradford. Press A, C, B and C and there you go.

GAIN GROUND





Now for a sizzling hot hint from G. Moony (as in out of the back window of the bus at grannies?). Press START on the title screen so that START/OPTION appears. Press B, A, B, A, A, C, A, A and START. Now whenever you use a continue, you gain 10 lives. Hurrah!

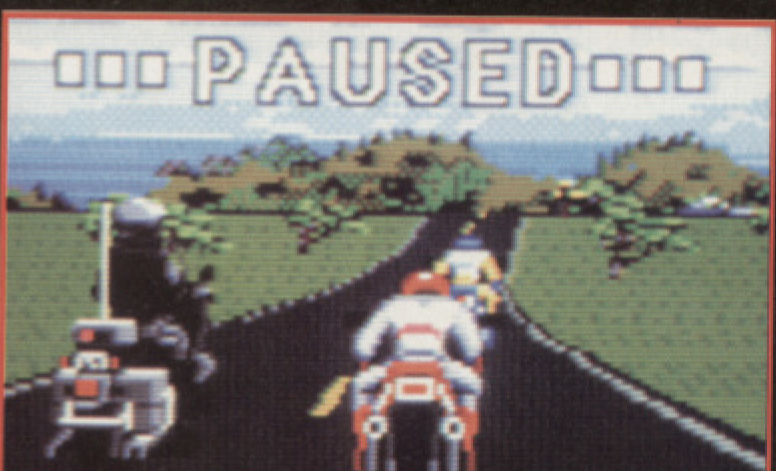
JENNIFER CAPRIATTI TENNIS

Roll up! Roll up for a stonking tip from Michael Broxup of Burnley, Lancs. Everyone a winner! If it tickles your fancy to play the secret game against all new male and female players (who are a lot tougher) just enter this code:
GRA ND• SLA M••
••• ••• ••• •••
••• ••• ••• •••

ROAD RASH

To roar onto Level 4 with the Diablo 1000 bike and $7783640 just enter this code zoomed in from Andrew Heywood of Halifax: 00030 01541 NQNJK 472FD.





CURSE

All those in favour of a Level Select just press RESET, hold down A and START and your wish is Andrew Heywood of Halifax's command.

ACTION REPLAY CORNER

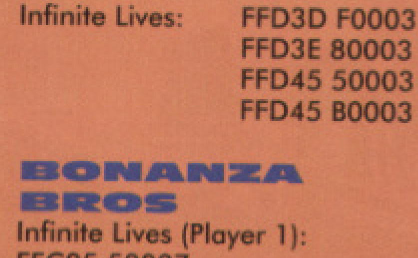
If you haven't got one of these devices yet, you're missing out — partly because they're just so damn handy (although you need a little will-power to stop yourself cheating all the fun out of your games) and partly because this section, kindly sent in by Tinn-Ho Lau of North London, is about as much use to you as a choc-ice in the desert! Anyway, whether you have or you haven't it's tough tarantulas - take it away Tinn!

CASTLE OF ILLUSION
Infinite Lives: FFF32 50003
Infinite Power: FFF32 30005
Infinite Shot: FFF32 10005



DESERT STRIKE
Infinite Lives: FF10B 70003

WHERE IN TIME IS CARMEN SANDIEGO?
Unlimited Time: FFD77 A001E



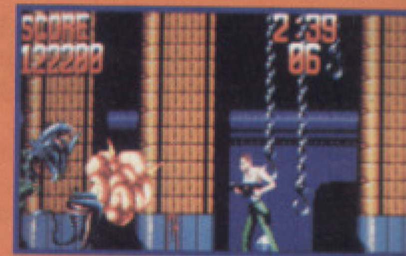
TAZMANIA
Infinite Lives: FFD3D F0003
FFD3E 80003
FFD45 50003
FFD45 B0003

BONANZA BROS
Infinite Lives (Player 1):
FFC05 50007

FFC05 70007

Infinite Lives (Player 2):
FF6C2 70006

FF6C3 D0006



ALIEN 3
Unlimited Time:
FF086 60009
Infinite Lives:
FF090 B0009
Unlimited Ammo for Rifle:
FF084 50099
Unlimited Fuel for Flamethrower:
FF084 70099
Unlimited Grenades for Grenade Launcher:
FF084 90099
Unlimited hand grenades:
FF084 B0099

TWO CRUDE DUDES
Infinite Lives (Player 1):
FF46C B0004
Infinite Lives (Player 2):
FF477 B0004
Invulnerabilty:
FF475 70032

PHANTASY STAR 3
Infinite Life Points (Wren):
FFC1B 30050
Infinite Task Points (Wren):
FFC1B 50030
Infinite Life Points (Mieu):
FFC13 30050
Infinite Task Points (Mieu):
FFC13 50030

QUACKSHOT
Start With Seven Lives:
0050A C0007
Infinite Lives:
00487 26004
Invulnerability:
005ED E600C
Unlimited Energy:
FF8F9 70008
Infinite Popcorn:
00519 26002

GOLDEN AXE 2
Unlimited Credits:
FF07E 80003
Infinite Lives (Player 1):
FF088 00003
Infinite Lives (Player 2):
FF092 40003

MEGA CD

EARNEST EVANS

For a rather nifty level cheat just walk this way. Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Unpause the game and you start on the next level. The beauty of it is, you can use this at whatever stage of the game you're at. Good one Marc Anderson from Cleveland.





If you're so utterly cruddy that you can't get past the first level fear not because Kristofer Storey of Bradford has the key. On the first level, press PAUSE and then UP and DOWN and lo and behold you, the next level appears.

MASTER SYSTEM

BLACK BELT

For a damn handy invincibility do as Dennis Huddleston of Bradford did. Twiddle your thumbs a bit until it say X3 lives. Wait till the music turns off and press RESET et voila. And to kill that menace Wang just trap him in a corner and punch like it's going out of fashion.

GOLVELLIUS

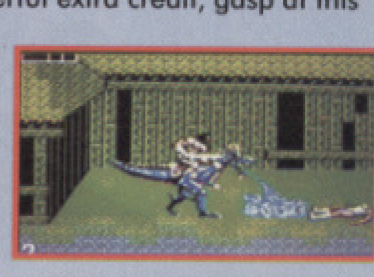
Cheers to Nathaneal Page of High Wycombe, Bucks, for this nifty code, giving you over 500,000 gold with the capacity for nearly 2 million.

ZC3Y E4XF 76JQ CU63
AAQ6 CFL5 2Q86 28G4

Also, if you lose energy, visit Randar. When he replaces your energy, hod a button down. Watch those bars go up — all 47 of them! Leave Randar's cave And go to the back. You can repeat this process up to 100 lie potions after which the potions reset to zero. And to round off heed this warning: don't buy the valley sword — it resets the game.

GOLDEN AXE

For a wild and wonderful extra credit, gasp at this little piece of yumminess from Bradford lad, Dennis Huddleston. Press UP, LEFT and Button 1 at the same time when it says Game Over. Nuff said.



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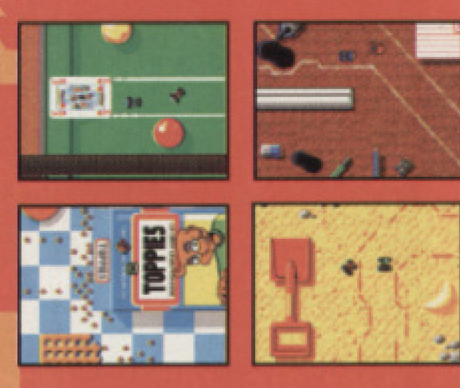
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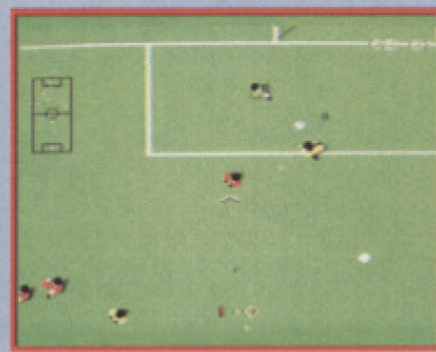
WONDERBOY

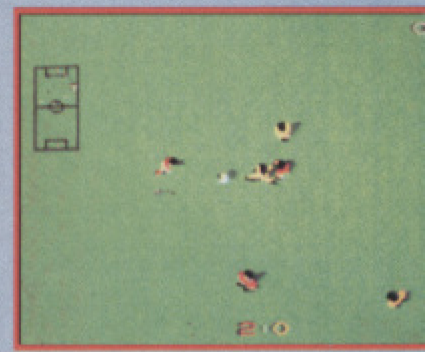
Anyone fancy a luverly Level Select? Well have one on Dennis Huddleston of Bradford because he's such a generous type of guy (lend us a tenner then petal). When the heart goes up, all you do is press Button 1 twice then Button 2 twice. Press Button 1 and Button 2 together and press UP - good eh?

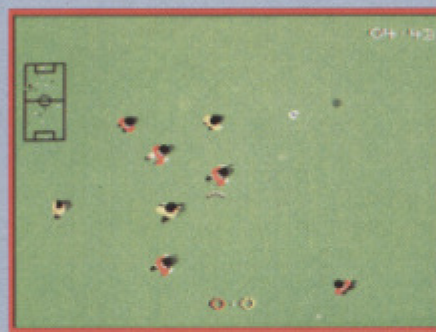


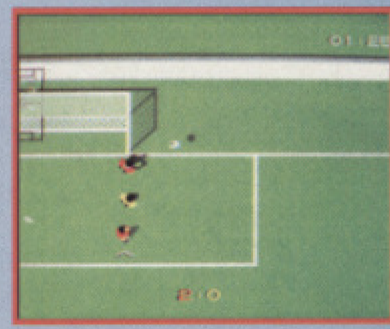
SUPER KICK OFF

It's a goooooal! And in International or Division One mode it will be fo you every time straight from the off if you follow this simple advice fron Sam Cooke — what a wonderful world.
Tap the ball forwards one kick then hoof it with Button 2. Run under it and head it and it should go over the keeper's head.









GAME GEAR

PSYCHIC WORLD

Look into my crystal ball (no, I said crystal balls, Rad) I see a right royal brain-bashing tip coming up from Sam Cooke of Cambridgeshire.
On the title screen, hold diagonally UP, LEFT on the D-pad and Buttons 1 and 2 then (still holding them) give START a good bash. Choose Round 4 (Fortress) and you're away. Whizz through the level until you meet your luverly skin and blister, Lucia. Zap her with the Freeze Ray. Up the ladder and round you meet the Brain. Leap up and zap it with the Hydro Wave, wait for the beam to pass and hit him with the Ultra Sonic. Dodge the beam again and zap with the Psy Cannon then the Burning Bullet and finally the Freeze Ray then start again with the Hydro Wave until the large, red smeghead cops it.

SLIDER

To get you off the slippery slope of failure, try these corking level codes from David Shannon of Liverpool.

Level 5 JALE
Level 10 ACAC
Level 15 JCLG
Level 20 AAEE
Level 25 JAPI
Level 30 ACEG
Level 35 JCPK
Level 40 AEAE
Level 45 JELI
Level 50 AGAG
Level 55 JGLK
Level 60 AEEI
Level 65 JEPM
Level 70 AGEK
Level 75 JGPO
Level 80 EAAE
Level 85 NALI
Level 90 ECAG
Level 95 NCLK
Level 100 PCJK

OUT RUN

Okay speed freaks, slow down and take it easy with this Infinite Lives tip from Kristofer Storey of Bradford. All you do is hold DIAGONAL LEFT and BUTTONS 1 and 2. Keep them pressed while you press START. When you start the game just let go and you can lie down and take a nap if you wish without worrying about the time.

CLUTCH HITTER

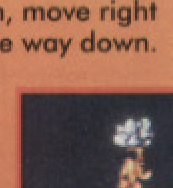
It's that Liverpudlian, Dave Shannon, turning up again like a bad penny — welcome back Davey boy, cheers for this luverly tip and have a banana.
Choose a lefthanded pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman. Throw the ball and spin it towards the batsman to get a strike every time.

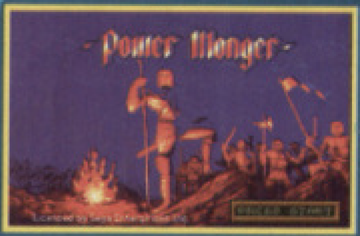
CHUCK ROCK

Essex boy (do they have the same morals as Essex girls? (Are you insinuating anything here, Lucy? — Rich)), Jon-Marc Overy has very kindly handed over some level codes for this excellento platform game.

Level 1: 7G09M
Level 2: NN6E3
Level 3: B4AKC

And because he's a very very nic man he's given us a fruity guide of how to beat the bosses.
Boss numero uno is a bit of a push-over. Just pick up your rock and every time he runs at you, throw it at him (about 10 times does the trick). To mangle Nessy go to her head and keep kicking her. After she falls off the screen quickly go and catch your breath With boss number three, go to th far left of the screen and push left. When he tries to suck you up he's stuffed because he can't touch you. Keep jumping next to him, kicking and jumping back. It's a long process but it works! To kill Terry you've got to jump-kick him - hopefully he'll shrink. he doesn't you're in shnook stre but if does, wait for him to advance, jump him, move right and kick him on the way down. When he's snuffed it, prepare for a seriously weepy ending. Snotness ahoy! Bring out the tissues!





1 PLAYER

PRICE £39.99

BY EA

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:PASSWORD SYSTEM
SKILL LEVELS: 1
REPONSIVESS: NOT INSTANT
GAME DIFFICULTY:MEDIUM

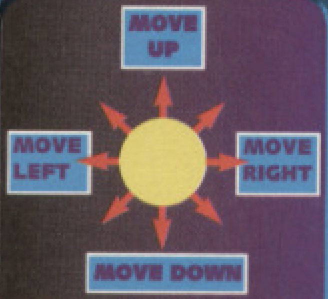
1ST DAY SCORE

CONQUERED FOUR DOMAINS

ORIGIN

Powermonger is an Amiga conversion. It belongs to the genre of God games started with Populous.

HOW TO CONTROL



A Used to issue a command, or select a map character.

B Used to cycle through the various command windows.

C Used to highlight the action bar.

S Used to pause the game.

HOW TO PLAY

Move your captains from settlement to settlement, converting opposition armies to your side. Tip the symbolic scales completely to the right in each domain.

POWER

Being High Lord and Master is great, up to a point. You see, there are only so many citizens to be impaled. There are only so many traitors to be executed, and a limit to the amount of wives that one may behead (without bringing on a modicum of disapproval). When these limits have been reached, restless rulers look for other means of amusement. A foreign campaign, perhaps?

You happen to live in the far and frozen North, and it has occurred to you that a holiday home on the Southern shores would be a desirable thing. Being a vicious despot, packing the caravan and setting off doesn't cross your mind. Instead you decide to drag an unwilling army along, bludgeoning every town and village you come across on the way, and generally indulging in some World domination. Only when you reach the beach in the far South (195 countries away), will you settle down for good.

Along the way you have to feed your military entourage, trade with strangers, recruit new followers, and kill, kill, kill. To add a dash of intrigue, you must form alliances with some dubious characters, and indulge in some spying as a fifth columnist. And you'll probably have to invent 195 new names for those countries.

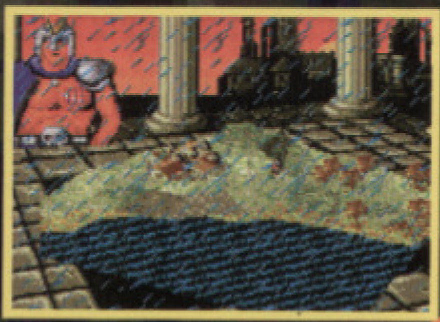


OVERVIEW WINDOW

The overview window displays the whole domain you are currently playing. It shows the settlements as black dots, and major roads as black lines. White dots represent the position of your followers and your captains. This map is used for general orientation, sending your captain, and snapping to any area of map in the main window.

WORLD WINDOWS

Powermonger is a complex game, operated through five windows. Between them they contain all the play and view options of your Captains. A brief explanation of each might help:





VIEW CONTROL WINDOW

This window has two purposes, one of which is controlling the view, sensibly enough. A compass shows you the direction you are 'facing' in the main window. By holding the A button and moving the d-pad, you rotate the main window view through 360 degrees. This is useful when one angle is obscured by hills. It is also possible to zoom in on a section of the main window, or zoom out for a larger view of the domain. The other function of the window is to show the symbolic scales. These represent the degree of control you have in this domain. As they tip towards the right you are winning. You must remove all your opponent's grains to achieve total victory in that domain, and move on.



▲ *Gus and his band of travelling lunatics lay seige to a peaceful village!*

MONGER





MAIN WINDOW

The main window displays a small section of the domain in isometric 3-D. All map detail is contained here, including mountains, settlements, people and seasons. This is where the action takes place. You control a cursor which is used to direct men, or access information on any domain item.



▲ ***This is a main settlement, with some enemy minions populating it. Exciting eh?***

COMMAND WINDOW

Every action possible in Powermonger is governed by an icon in the command strip. As well as actions, the strip allows you to flip between postures. These affect the manner in which your captain executes commands, This is important, and will be discussed later.

INTRIGUE, MY LORD

Tactics and intrigue play their part in Powermonger. Firstly, recruiting other captains to your cause is essential to success. You may transfer men between captains to be kept in reserve or used in a pincer attack. However, each subsequent captain is further down the chain of command. Orders from you have to be passed down the line by way of carrier pigeon. This takes some time, so you have to account for a delay in orders being executed.



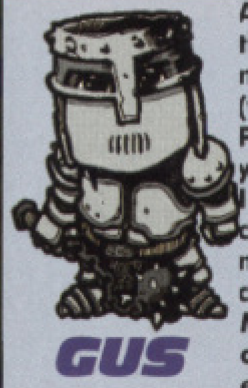
SPY BABY

The plot thickens when one of your captains turns to spying. Spying places your captain in the enemy camp, allowing you to see just how committed his troops are. If he is recruited, they are alerted to the enemy's troop position. If you are discovered — it's a nasty case of the guillotine.



▼ ***That's you that is, that's your girlfriend.***

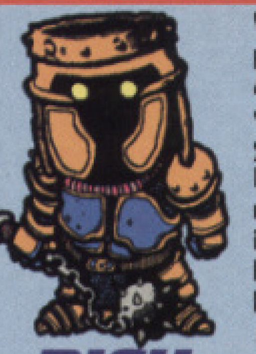
COMMENT



As I read through the manual first (with Powermonger you HAVE to) I nearly creamed myself. This could be a Megadrive classic! In the event it isn't, but that's not to condemn it. Having just played Sensible's Mega-Lo-Mania, Powermonger seemed slow and a bit cumbersome. Like the early levels of Populous, nothing much seems to happen at first. Of course, there's lots more to the game than that, and unlike Populous you do have complete control. What is lacking sometimes is the information you need to form proper tactics. Text is displayed in a rambling form, when it should be a clear matter of facts and figures. Knowing how large an army you face would also be helpful. I also feel that some of the new ideas, like trade and invention should have been developed at the expense of season effects and different tree types. Bullfrog should have copied Mega-Lo-Mania's line of being symbolic in representing the game's mechanics — not pseudo-realistic. That said, Powermonger is another rare specimen of a console strategy game (a not bad one), and should be treated with kindness just for that.

REVIEW

COMMENT



RICH

When I played the Amiga version years ago, I was mightily impressed by the brilliant strategy and fab graphics. Almost two years on, I'm still happy to play the game — especially as it's now on the Megadrive. This version is just as good as the Amiga game, boasting an astounding level of detail and depth of play. My only real gripe about it is that perhaps it's trying to do too much and this leads to a very slow game. Also, as Gus says, necessary facts and figures aren't forthcoming in a readily digestible form, which can be a bit frustrating. Hats off to EA for another decent (and different) game, but if it's the ultimate god game you're after, Mega-Lo-Mania rules supreme!

THE DESIGN IS READY

Settlements with workshops are the key to developing your own artifacts. A range of items and weapons, from plough to cannons may be constructed by craftsmen you have spared. The item produced depends on the location of the settlement — in relation to the raw materials it needs. For example, forest areas produce wooden objects, while settlements in the mountains make mined objects, like pikes and cannons.



▲ *Excitement Central!*

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■■■■
ACTION	■□□□□
CHALLENGE	■■■■□
REFLEXES	□□□□□

BAD POSTURING

Nice or nasty: it's up to you. The line you take is governed by the three postures on the command bar — symbolised as one to three swords. Your posture affects the way each command is carried out. Attacking in a passive posture will save most enemy lives, but may not be decisive. Being aggressive may result in unnecessary slaughter. When it comes to recruiting men or taking food an aggressive captain is much more rigorous, collecting bigger quantities.



▲ *Gus is doing well with his tribe of hooligans.*

MARCHING ON YOUR STOMACH

Food is the most vital resource you carry. Each settlement has a supply for its own people, and when you conquer it, you may take that supply. The amount of food available depends on the season, shown by the trees and weather. Resources run very low in winter. You could breed resentment by leaving a village to starve. Another tactic is to leave food in caches in the countryside. These are safely hidden until you return in times of need. Killing sheep is another option.



PRESENTATION 80

▲A massive manual, which is quite logical, and has a very helpful tutorial. Good on-screen presentation, and sensible control system.
▼No options apart from the password system. A speed/skill setting would have been nice.

GRAPHICS 77

▲Highly impressive scrolling/rotating/zooming effects on the isometric map. Clear icons, and plenty of innovations.
▼Sadly, the keenness to present detail, and the mountain contours

SOUND 50

▼Very basic sound effects, employed in battles. Countryside sounds — none of which are either important or impressive.

PLAYABILITY 79

▲Plenty of tactical options open to players, a good playing atmosphere. --
▼Complicated at the beginning, and occasionally the slowness of the game is frustrating.

LASTABILITY 83

▲A massive challenge with 195 successive levels, each filled with enemies.
▼The range of action doesn't increase in time. You keep doing the same things, only you must do them better.

OVERALL 82

Powermonger improves on Populous, but doesn't match Mega-Lo-Mania. It's also rather slower than the average Megadrive game, but boasts excellent value for money.



1 PLAYERS

PRICE	£39.99
BY	CAPCOM
RELEASE	IMPORT

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY:MEDIUM
CONTINUES:ONE
SKILL LEVELS:THREE
RESPONSIVENESS:MEGA

1ST DAY SCORE

271200

ORIGIN

Chiki Chiki Boys, aka the Mega Twins, is a departure from the usual hack 'n' slash or shoot 'em up theme employed.

HOW TO CONTROL



A MAGIC

B FIRE

C JUMP

S STARTS AND PAUSES THE GAME

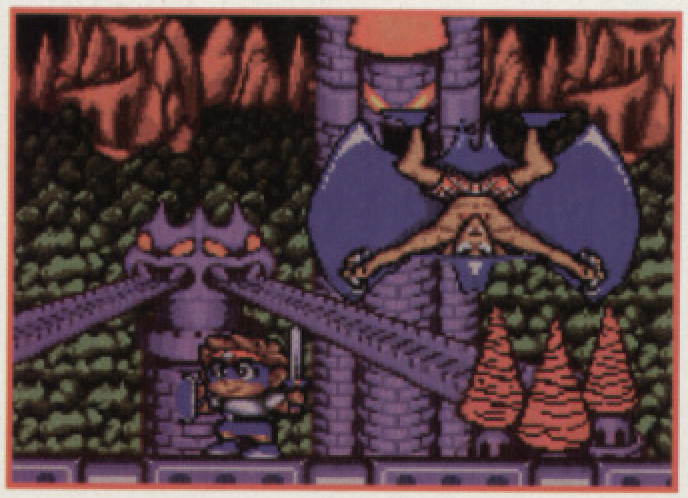
HOW TO PLAY

CHIKI BO

"Farewell, the paradise Kingdom of Alulu, for the monsters have taken your soul and crushed it in their mighty grip. The city's all but destroyed, your ships are burned and lying wrecked at the bottom of the sea, and the legendary stone "Dragon Blue Eyes" is lost. This magical gem, source of all peace and tranquility in the realm of Alulu, must be recovered before evil forever makes your world it's home."

That was the message that inspired the Chiki Chiki Boys, better known as the Mega Twins, into action and may prod you into helping them save their dying world.

Guide either boy across the Kingdom of Alulu destroying everything in their path. Collect money to buy better weapons and power-ups to defeat the evil King and save the world in Sega's excellent conversion of the popular Capcom coin-op.



◄ *Suddenly our hero's attention was drawn by a nasty whiff of stale underpants....*

What bats? Where? ►

▼ *Don't start ! I'll get my brother if you do!*



THROUGH THE DRAGON'S EYE



Before the quest begins the player is asked to choose a twin and give him a name. From here on the search for the "Dragon Blue Eyes" ensues across the three main districts of the Alulu kingdom. Only by finding the precious stone is the whereabouts of the evil King's hideout revealed, and the quest for peace continued. Take the three districts in any order but the following battle stages are fought through in a set format. By the way, don't expect to get away with playing right the way through on EASY level. Capcom have included a clause whereby you have to play the game on at least the NORMAL level to see the whole game!



CHIKI CHIKI BOYS

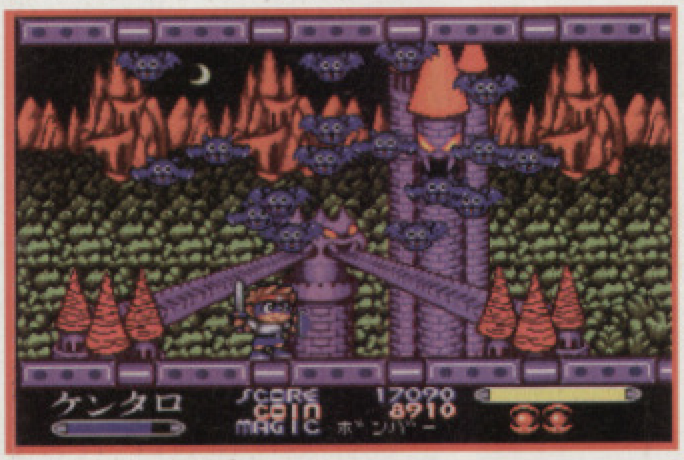




COMMENT

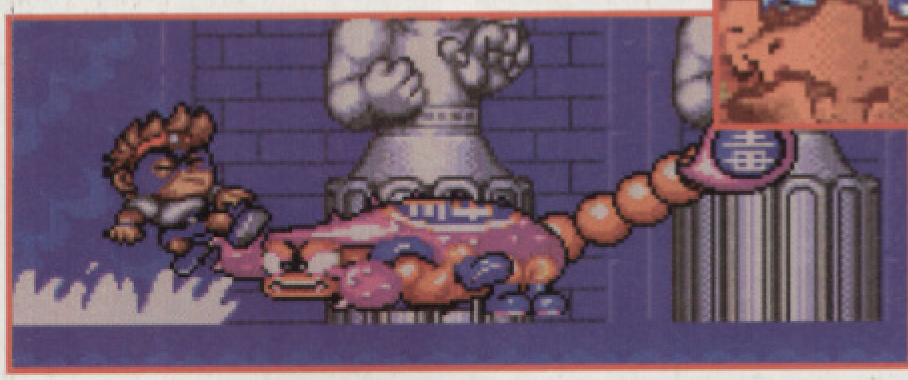
PAUL

Yes! The first Capcom game to appear on the Megadrive for a-a-ages and it's brilliant! After the initial disappointment of the missing two-player option I soon began to count my blessings as I realised just how good a conversion Sega have made of the coin-op. Of course the best conversion of the worst coin-op in the world doesn't warrant purchase but Chiki Chiki Boys, aka Mega Twins to us Westerners, is really an excellent game! It is full of delightful presentational features and humorous touches which all add up to something that not only looks marvellous but plays well too. Okay, so the gameplay is so obvious that even a performing chimp could get the hang of it, however staying alive isn't so easy. With the equivalent of only one continue and a high level of challenge on the HARD level this cutesy platformer, as Capcom intended, caters for skillful platformers as well as beginners. Like the superb Ghouls 'n' Ghosts, Chiki Chiki Boys offers some interesting twists to the accepted platform routine, all the characters have strong personalites that are accentuated by wonderful attention to detail and complex animation. Even now, after completing the game, I still enjoy playing it to behold the graphics and enjoy the sounds of another Capcom classic.





▲ ***Damn you Rodney! You knew that I was coming as the skeleton!! You were supposed to be the rabbit, remember? Tsch!***



◀ ***Ooyah!!!***



▶ ***Look, he's gone all embarassed. Look, his ears are all red too! Hah hah!***



YOU NEED CASH TO SLASH!

After each of the end-of-level guardians are defeated a helpful blonde-haired lass offers a selection of useful items which you can buy with money plundered from defeated enemies. The largest amounts are gained from the largest of enemies, the small change snatched from the wimps. There are also many hidden chests throughout the Kingdom that contain either hordes of coins or Vitality pills. This is what's on offer:



SWORD: The sword is a more powerful replacement for the twins' basic weapon. The shop offers the chance to upgrade the sword three times, though the prices are expensive. Expect to pay 25000 for the top of the range chopper!



MAGIC PEARLS: These vary in price depending on the power of the magic within. On the early levels magic costs around 1000 credits. Expect to pay far more later on! The best policy is to use the magic sparingly throughout the game and save your cash for items such as swords.



VITALITY PILLS: These restore lost energy and are available in red and white or blue and white. The former replenishes the twins' energy bars almost to the full whereas the latter, being less expensive, only refills a fraction. Just enough to make it to the next hidden chest and, hopefully, another free vitality pill.

REVIEW



COMMENT



LUCY

I'm afraid I didn't find Chiki Chiki Boys as cosmic as Paul obviously did. Sure the graphics are all very sweet with big, bold sprites, a handful of neat, smooth animation and a very cutesy look to the whole scenario. But there's just something missing from the whole package (notably a two-player option) which results in an acceptable platform offering but nothing to shout home about. In fact, the whole thing reminded me of the Harrry Enfield character Tim — nice but dim. Don't get me wrong, it's worth a play and the high difficulty setting sets a fair challenge to even hardened gamers but it's not that big, not that clever and I wasn't all that impressed.

PEARLS OF WIZARDOM

The boys possess enough vim and vigour to bravely face their foes alone but they also know the whereabouts of certain clam shells containing pearls of great power. There are four kinds of magical gem, each presented in a different colour to save confusion:

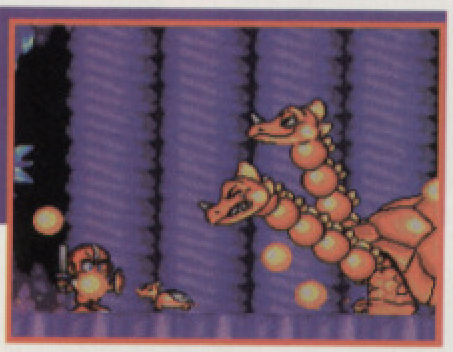
FLAMING FIRE: When the power of the green shells are unleashed a flaming fire scorches the evil forces to the ground.





TYPHOON: Blue clams contain pearls of calamitous consequence. They disclose the power of the typhoon to break the enemy with a powerful wind.

BOUND: The red molluscs give the power of the bound, a hyper destructive array of orange orbs that dance around the screen destroying enemies before fading away into nothingness.







BOMB: The orange shells contain pearls that reward the boys with powerful bombs with a short fuse which explode in a shower of multi-coloured stars — extremely powerful allies.







SHIELD: The shield's also upgradable three times and the prices reflect the ones set by the swords. Bear in mind that the benefits of the shields are nothing to sneer at. They extend the twins' life meter and don't cost as much as an extra life but effectively do the same job in the long run.



EXTRA LIFE: There are no continues in this game, the only chance you get to carry on is to have a spare twin handy to take over if one dies. Life is by no means cheap!





PRESENTATION 91

▲The game is packed with arcade quality presentation screens and there's also the option screen that allows marked differences with alterations to the difficulty settings.

GRAPHICS 90

▲Not quite arcade perfect but still a fine example of cute Japanese characterisation on the Megadrive. Massive sprites, smooth animation plus some excellent backdrops.

SOUND 91

▲The music suits the game perfectly and is a rousing blend of ballad and boister!

PLAYABILITY 87

▲Easy to pick up, hard to put down. Can't say better than that can you!
▼Only having one continue means many returns to the start of the game, especially on HARD, which gets very demoralising.

LASTABILITY 84

▲The quality of the game means it's going to survive for quite a while. The HARD difficulty setting takes some beating!
▼Once you've played it through that's all there is to see.

OVERALL 85

A sound platform game which probably would scored much higher had the two-player feature not have been sorely missing.

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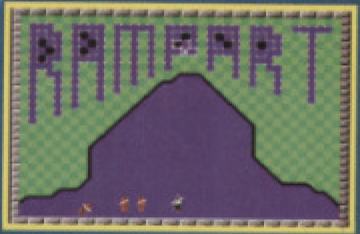
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1-2 PLAYERS

PRICE IMPORT

BY TENGEN

RELEASE IMPORT

OPTIONS

CONTROL: JOYPADS
GAME DIFFICULTY:MEDIUM
CONTINUES:3
SKILL LEVELS:3
RESPONSIVENESS:NEAT

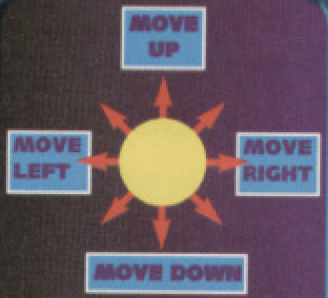
1ST DAY SCORE

20,000

ORIGIN

Rampart originated as an Atari three-player coin-op in 1991. Its ancestors are Missile Command and Tetris.

HOW TO CONTROL



A Fires cannon, or places wall piece.

B Rotates wall piece.

C Turbo function. When pressed, your cursor is speeded up.

S Pause/Restart game.

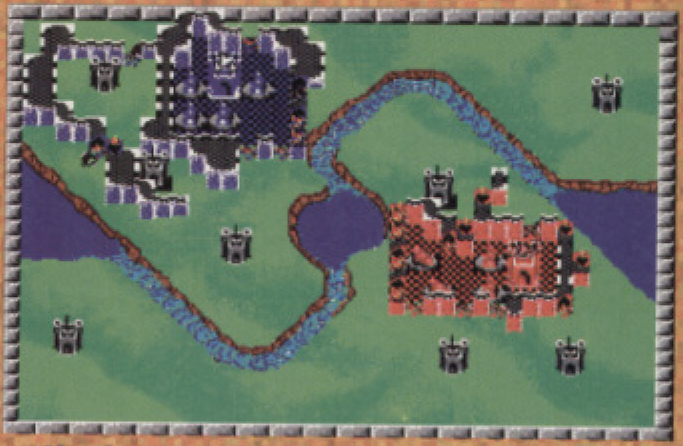
HOW TO PLAY

Use the D-pad to guide the cursor in both modes. In mode one launch fireballs at your enemy. In phase two repair the holes in your castle.

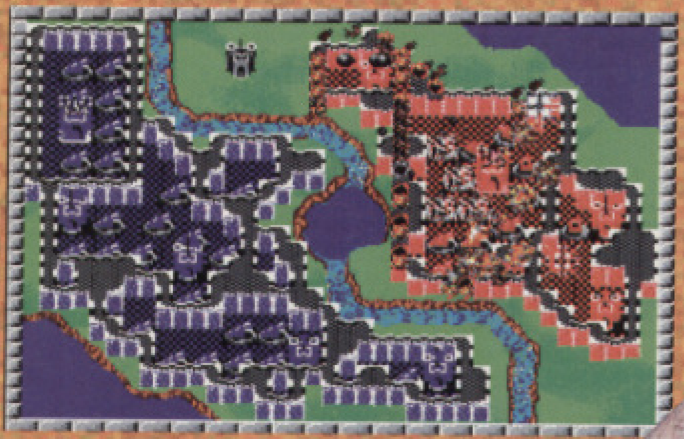
RAMP

Titus Fox-Fairbrother was the most celebrated archaeologist in academia as a result of his many discoveries of relics of the Dark Ages. His status as an authority on mediaeval privvies was unquestioned.

To escape from the rigours of fame, he retired to his personal island of Plemisjugal, somewhere in the North Atlantic. On one of his jaunts there he made a remarkable discovery — the Plemisjugal Chronicles. These revealing texts followed the collapse of two rival settlements on the small island — their quarrel originating from the most trivial of circumstances. Many chapters, spoke of the endless cannon bombardments, and constant rebuilding work necessary. Eventually, the people of both castles wore themselves out and abandoned the island, evidently deciding that slaughtering each other over an albino pig and the rights to the island's sole public convenience just wasn't worth the hassle!



▲ Checkmate I think, buster!





COMMENT



GUS

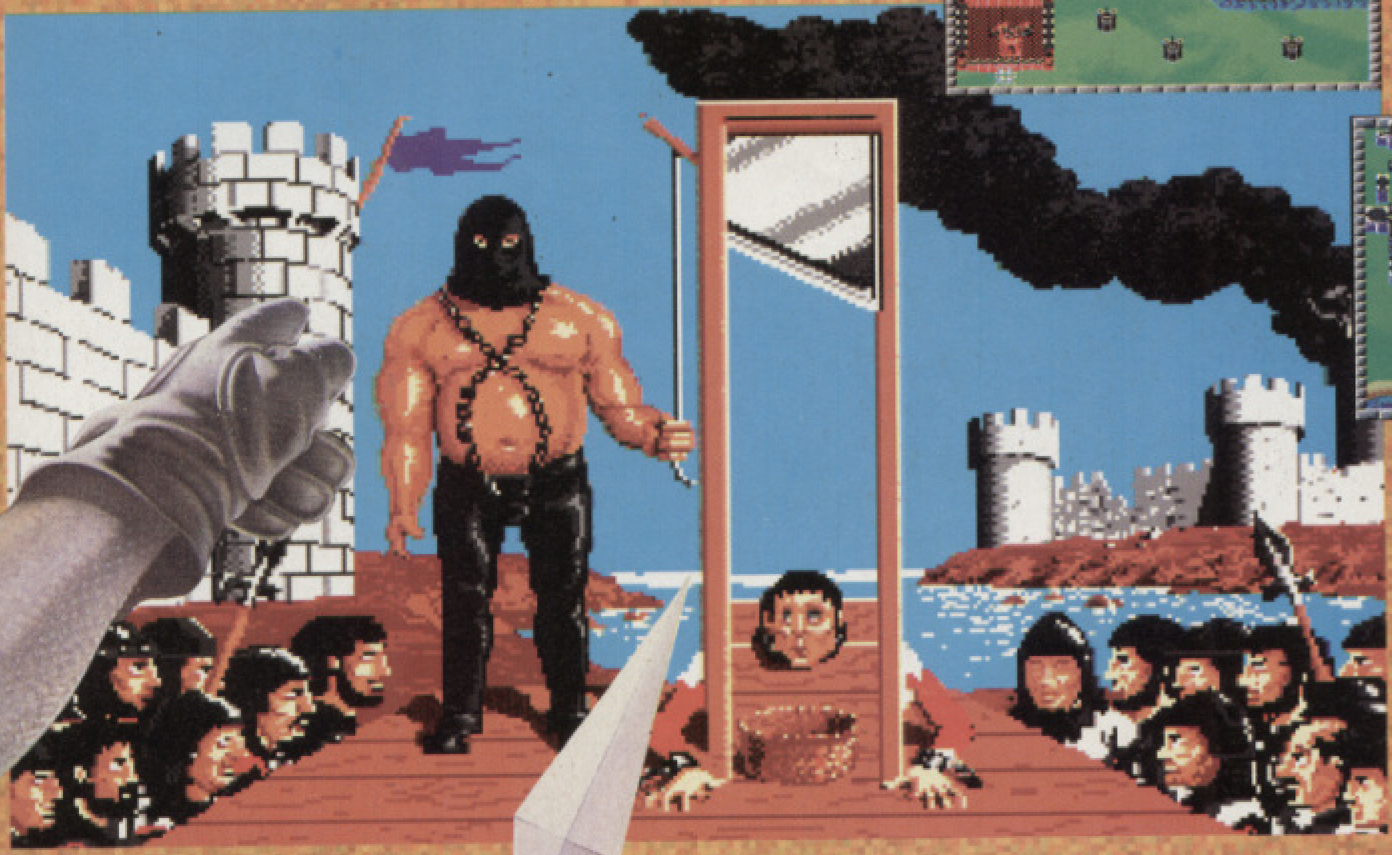
Modified rapture. Rampart is a personal all-time fave of mine in the arcades. I'd loiter suspiciously for hours waiting for a fix of three-player action! I can report to the troops that this is the best conversion to date, as close as you could wish on the Megadrive. The game's very basic, but totally addictive in two-player mode. To be honest, it's not a contender as a single-player game at all, but hopefully we all have friends to play with. The graphics are exact copies of the arcade, ie functional, and the sound (apart from the ridiculous new repair music) is as authentic and atmospheric as before. This game doesn't have any of the fancy additions like the Bitmasters' 'Super' Rampart, or the Super NES' 3-D option, but it triumphs over them all by doing what a conversion should primarily do — recreate the original. Megadrive Rampart does, and despite it's limitations I recommend it as one of the best head-to-head console games ever!



ONE/TWO-PLAYER GAME

Rampart sustains both one and two-player games. Single players battle an invasion force from sea. Two-player games pit players against each other, separated by a river, each with a castle to themselves.







▲ *Now you shall bow before me defiant Lord Red!*

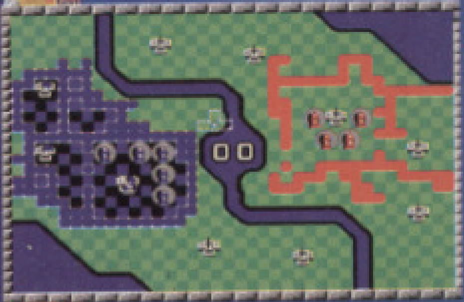
BRICKS AND MORTARS

Rampart plays in two distinct phases. The first is Battle Mode. You control a cursor, and have a shot for each cannon you possess within castle walls. In one-player mode, place your cursor over enemy ships; in two-player mode place it over your opponent's walls. When your cannonball has struck you may fire again until the round ends.



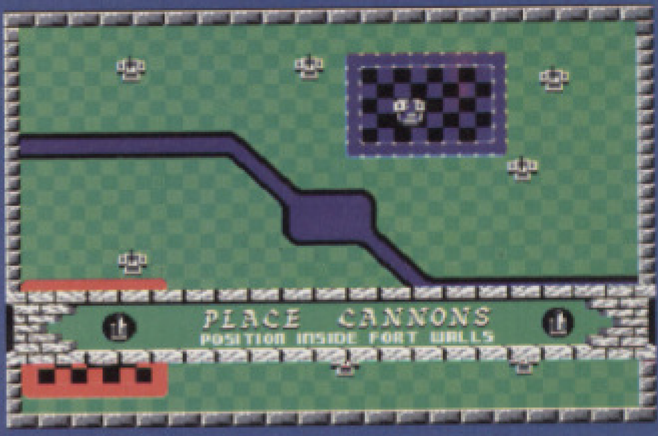
Mode two's Build and Repair. You have a set time-limit to repair all the gaps in the wall surrounding your castle. To fill the gaps, the computer provides you with a selection of random-shaped wall pieces.
Use the D-pad to move and the buttons to rotate and place the pieces. If the castle's successfully repaired, its floor becomes chequered. You may use any spare time to incorporate surrounding castles into your empire.





CANNON COUNT

Increasing your destructive hardware is a top priority. After each repair round you place bonus castles anywhere within your chequered kingdom. Each castle needs a clear space of four square units. You're given two bonus cannons for your home cannon, and one for every other castle. Should you fail to repair one of your castles, you lose control of the cannons inside.



REVIEW



▲ *Repel the boarders from our Emerald Isle!*

LONG TERM REPORT

HOUR / DAY / WEEK / MONTH / YEAR

BREAKDOWN

STRATEGY / ACTION / CHALLENGE / REFLEXES

THE KING OF SPAIN'S BEARD

They came from the sea, a vast Armada of ships to attack your castle. A direct hit and the ship goes up in flames, but several more may be needed to send it to the bottom. Here's a telescopic key to the various vessels.



GUN SHIP

An aggressive ball-firer. These make one shore-line salvo, then retreat. They take two shots to destroy.



TROOP CARRIER

These have smart captains, and try to avoid your fire. If they reach shore they release a ground-attack force.Four shots are needed to destroy these.



FLAGSHIP

Fast and powerful, high-ranking ships. They have flaming fireballs which cannot be built over. They head for shores next to castles and launch a blistering attack.

COMMENT



LUCY

Coo-er! Tetris-type strategy combined with mindless blasting — am I in heaven or what?! This game is mind-boggling in it's simplicity but so much fun in two-player mode it really must be highly recommended. If you're the epitome of sadness without a friend to battle with you might as well forget it because in one-player mode it ain't worth the effort — or the money. It truly is an excellent conversion from the arcade with photocopied graphics (still basic but effective) and rousing sound effects as before. The gameplay's fast and furious and just sooo addictive, bashing the fire button to waste the enemy's fortress and then frantically trying to rebuild and expand your empire before the next skirmish begins is a real hoot. Definitely worth a bash.

OPTIONS SCREEN

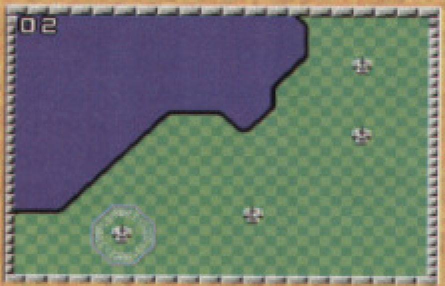
SKILL LEVELS: Choose Easy, Normal or Hard.
BATTLE LENGTH: Alters the maximum length of a battle to five, seven or nine rounds.
KEYS: Toggle key functions.
SPEED: Alters the cursor speed for each player.
BATTLE PLAYFIELD: Selects the playfield layout for two-player games.





MY BEAUTIFUL HOME!

Start off by picking your home castle. Each player has a playfield of five castles, the arrangement of which changes for each level (two-player gamers select from several playfields). Castles near water or boundaries are hardest to defend.



SAD'S ARMY

Troop units that have landed try to destroy the nearest castle. They can't breach walls, but infiltrate any spaces made after each round. They can't move during the battle phase, which is your chance to destroy them. Surrounding them in the repair phase is also an option.



PRESENTATION 86

▲Plenty of options to handicap yourself in battle, or alter battle parameters.
▼The continue option in two-player mode's annoying. There's no system of counting victories as part of a tournament.

GRAPHICS 74

▲Almost arcade perfect — little castles and arcing cannonballs make a pleasant vista of carnage.
▼A bit basic and a bit samey is the main problem.

SOUND 82

▲Humorous speech samples and screams, and a fabulous whooshing noise of falling projectiles.
▼Changing the repair music to the inane, rhythmless pyscho-billy beat is an act of vandalism.

PLAYABILITY 82

▲The controls are simple to learn, and the objective is clear. For two players the action's a compulsive struggle to wreak massive damage. Winning's really satisfying.

LASTABILITY 72

▲As a two-player game, it will remain a classic and well-used part of your collection.
▼As a one-player game it doesn't have a long-lasting interest, despite being harder than the arcade.

OVERALL 81

To be considered as a two-player cannon frenzy only because in one-player mode it just won't stand the test of time. All in all though, it's definitely one of the best combat games for the Megadrive around.


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REVIEW



1 PLAYER

PRICE	£39.99
BY	EA
RELEASE	OUT NOW

OPTIONS

CONTROL:1 JOYPAD
GAME DIFFICULTY:HARD
CONTINUES:NONE
SKILL LEVELS:3
RESPONSIVENESS:OKAY

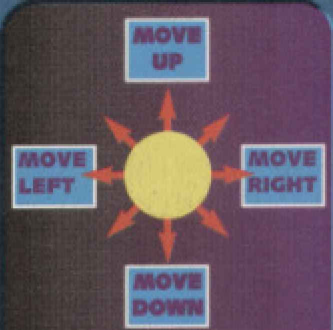
1ST DAY SCORE

20% completed

ORIGIN

The 'Shadow' series started as Amiga games a few years back. This is the second to appear on the Megadrive.

HOW TO CONTROL



A Makes Beast jump.

B Uses or offers selected object.

C Selects object by cycling through list.

S Pauses the game, and brings up inventory.

HOW TO PLAY

Beast runs around the landscape. He has a mace to fight with, and also faces a range of logic puzzles to solve.

SHA OF BEA

Beast-Man didn't have a happy childhood. Through no fault of his own he fell in with bad company, and was soon the messenger slave of the Beast Lord, Maletoth. Inevitably, being enthralled to a dark necromancer and trapped in a mutated body, Beast's schoolwork suffered. Prospects for the future were not bright.

Then, by happy chance, Beast recognised his father who was being executed, and all his memories came back. Well, it was a bit of a rum occasion, but at least Beast was stirred to action. He avenged his father's death by Zelek, the Beast Mage, and as a bonus got his human body back.

But the baddies have a habit of bouncing back. Beast Mage did just that by stealing Beast's sister, and whisking her off to exotic Kara-Moon, for training as Beast's replacement. Rather than see her follow in his footsteps Beast rushes to Kara-Moon, but finds the countryside teeming with the Mage's main men. Without all that raw animal power of his beast form, the going might be tougher second time round.





COMMENT



GUS

Beast I wasn't any great shakes, so who had the idea of converting this? The Amiga game's yonks old, and no improvements seemed to have been made at all. The graphics are quite well-defined, but seem flat and boring, and very Amiga-ish. The sound's just as bland, suiting the pace of the game to a tee. The problem is, not much seems to happen, and what does is pretty tedious. I could gripe about the puzzles — it's all levers and keys, and the fact that mucking up once means restarting. What is also inexplicable is why the glitches caused by the Amiga loading have been incorporated on a ROM cart. In the end, who cares? Beast II is just plain mediocre.

KILLING JOKE



TALK TALK

There are some communicative characters in Beast II, and talking to them is a matter of walking up to them. Since Beast is new to the area, he basically doesn't have a clue what to do. Following the prompts of others is the first stage to progress.



MACE IN THE EYES



[SH]ADOW [OF] THE [BE]AST II

COMMENT



LUCY

Sorry EA, but what you wanted with this one I've no idea. Beast 1 was no great shakes and neither is this sequel. The graphics aren't bad, with some pretty backgrounds and vaguely imaginative sprites, but it's all so utterly flat and two-dimensional, you're put right off at the outset. Sounds are pretty naff which, strangely enough, matches the gameplay — there just isn't enough in there to keep you interested for very long. The fact that some of the obstacles and enemies are impossible to avoid, draining your precious energy bottle, is ridiculous and the way just one small mistakes means you have to start again from the beginning is utterly preposterous! This isn't a terrible game just very very average and arcade adventure freaks would much better off giving it a miss and going for something like Gods instead.

Beast II features about 100 different species of the evil ones minions. Some are completely thick, and flap about the fields and caverns of Kara-Moon. There are also clever monsters who engage you in armed combat, or try and squash you with heavy stone blocks.







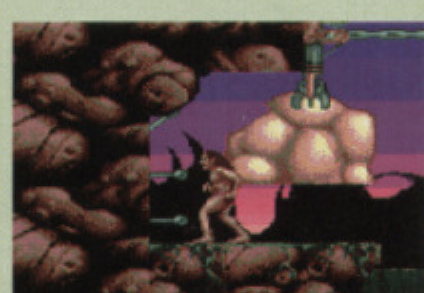
▲ ***First floor haberdashery, lingerie, ready-made goods.***

Beast carries a mace for protection, and he swings it around in order to slap the demonic minions into the middle of next week. The mace extends and retracts a bit like rubber band, catching any baddies on the way. The other weapon Beast is licenced to carry is a throwing axe. These are located in treasure chests. Strangely, a throwing axe only works for ten seconds once activated, but for that time Beast's attack has extra power.

FREE YOUR MIND

Beast II is what you call a hybrid; a mix of shooting and puzzling action. The puzzle part involves solving inscrutable puzzles to obtain further objects for progress. The game fits together in a chain, which means any link missed, or bodged wrecks your chances and you have to start again. An early example of this is the Demon and the rope. You have to kill the demon before he cuts the rope or escape from the pit is impossible. The rock puzzle's a good example of what's expected of you. Use the grabber to move the boulder over the spike, then drop it. Then figure a way to move the small rock to the seesaw, without dropping it in the water.





LONG TERM REPORT

HOUR	■■■■□
DAY	■■■■□
WEEK	■■□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	■■□□□
ACTION	■■□□□
CHALLENGE	■■■■□
REFLEXES	■■■■□

PRESENTATION

65

▲The lengthy intro of the Amiga is missing, and options are sparse. The loading glitches are a total mystery.

GRAPHICS

76

▲Nice definition and some of the backgrounds and sprites are imaginative.
▼A general feel of sparseness and flatness is one of the games most depressing features.

SOUND

66

▼Slow, ponderous, music floats on in the background, never once bringing itself or the player to attention. Rather poor FX

PLAYABILITY

61

▲Things are available to shoot almost immediately, and both directions can be explored at the start.
▼The game never makes itself rewarding to play, some collisions are unavoidable.

LASTABILITY

53

▲A large playing area, and taxingly obscure puzzles, mean it will take a while to solve.
▼There's nothing to really look forward to. The game carries on in much the same vein throughout.

OVERALL

58

Beast II is not a total disaster, just a charmless arcade adventure that is past its prime, and fails to create any interest at all.



1 PLAYER

PRICE	£34.99.
BY	ACCOLADE.
RELEASE	OUT NOW.

OPTIONS

CONTROL: JOYPAD.
GAME DIFFICULTY: EASY.
CONTINUES: INFINITE.
SKILL LEVELS: TWO.
RESPONSIVENESS: CON-FUSED

1ST DAY SCORE

210100

ORIGIN

Universal Soldier is about the reincarnation of dead soldiers. An endeavour that has disastrous results...

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A FIRE.

B JUMP.

C LINES.

S STARTS AND PAUSES THE GAME.

HOW TO PLAY

Help Luc Devreux fulfil his wish to be that little man from Turrican, then guide him through the 11 various platform levels to win the game. Collect power-ups along the way.

UNIVERSAL SOLDIER



If God had intended us to fly he'd have given us wings. More importantly, if the Almighty felt we should soldier on after death then....then we'd all do just that. Yet we don't! It comes as no surprise to find any attempt to turn this wish into reality is met with absolute disaster. Somewhere along these lines lies the plot to the film Universal Soldier. Inhabiting the same universe fluctuates the plot of this new game from Accolade.

You're Luc Devreux, a Vietnam soldier brought back from the dead by the Government to be the ultimate, mindless, killing machine. Unfortunately, a technical cock-up brings back your memory and that's where the trouble starts. You must escape the clutches of the psychotic Sergeant Scott who you killed in the war to stop him wiping out an entire village. Just your luck, the Sarge gets resurrected as well AND remembers who was responsible for his untimely demise — he's out to get you and this platform romp around a selection of pitfalled, hazard-laden landscapes is you doing just that. Before it's too late.

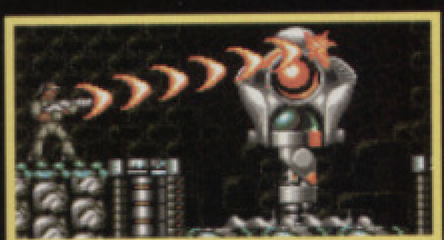


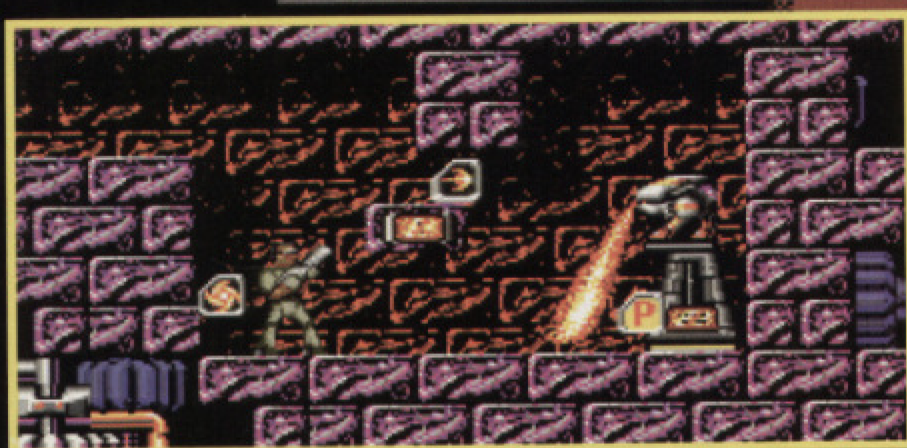
▲*Attack of the giant Dolphs!*

REVIEW







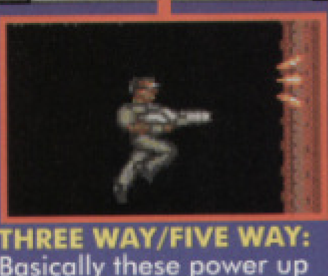


Oh, did I miss this bit when I went to get an Orange Maid?

POWERFUL.

A soldier and his gun are inseparable. The Universal Soldier is no exception. Throughout the game Luc discovers many power-ups and changes of artillery to help him in his mission. Each weapon's capable of being powered up to four times its basic strength. They are:





THREE WAY/FIVE WAY: Basically these power up the standard shot weapon to a wide spray of either three or five way firing spray of bullets. Not too powerful but wide ranged.



ELECTRO-BLASTER: Provides Luc with an energy-bolt firing gun that shatters into smaller, bouncing, balls of light.



THE LASER: Replaces Luc's inadequate weapon for a much better light-powered beast of a machine.

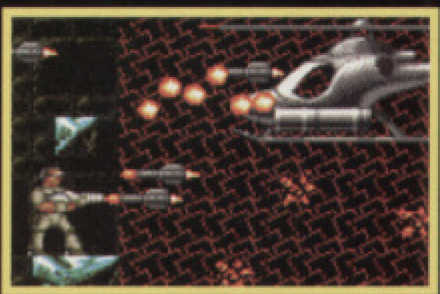
COMMENT



PAUL

C-rash! Another film license hits terrafirma with a resounding crunch and wobbles off unceremoniously into the shadows of the greats. There's simply no hope for software houses that turn out stuff like this. Not that it's entirely bad because an extremely similar game named Turrican enjoyed some success. The point is, Turrican happened three years ago. This is now! UniSol tries to fob us off with the same dated gameplay and even retains the ridiculous transformation into a spinning buzz saw routine. It may work fine in the context of a cybernetic fighting machine but with a re-animated human being...? Besides which, the rest of the gameplay's so tried and dated you can almost hear the cogs creaking as they churn out the monotony. Drear oh drear.

REVIEW

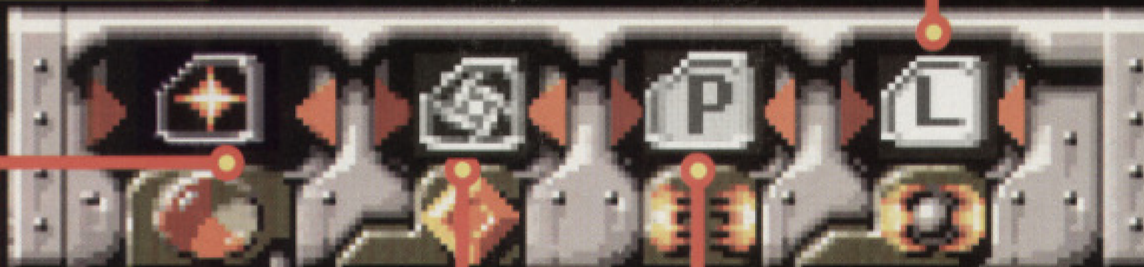




THE BLOODY L: A red letter L that increases the length of Luc's Rapid Fire Cannon (lucky sod) and widens its destructive range.

INCREDIBLE.

As well as the obligatory weapon power-ups Luc can uncover a small selection of other items to help him UniSoldier on:

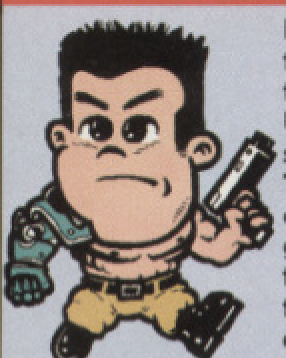


HEALTH POD: If Luc's vitality looks like giving up the ghost then grab one of these pods to restore his health back to fine, fighting fettle.

SMART BOMB: A bomb so powerful, it obliterates all enemies on screen.

DEFENCE SHIELD: Unsurprisingly, this is a defence shield which lasts for about 12 seconds.

COMMENT

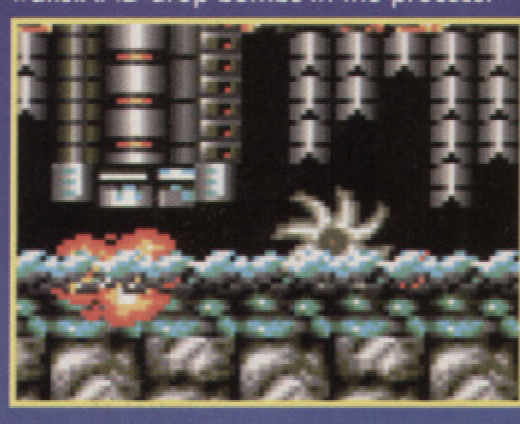


GUS

Lumme, Ballistic learn their lesson with YTS trainee programmers. Universal Soldier is a shocking shambles of a Turrican clone, inept in the extreme. What gets my goat is the extreme mutton-dressing that attempts to promote this game as anything connected with the film, which is bound to sell copies of this undeserving mess. Okay, they paid their money for the license but it's a bit dishonest. What's next, Winter Challenge packaged as 'Scott of the Antarctic'? Even judging the graphics and gameplay on their own they're awful: indistinct, ill-conceived and laughably incongruous — check out the giant bouncing Dolph Lundgren, and Sol's 'buzz saw' party trick. This isn't even Turrican 2, it's basically large chunks of code from Turrican 1 with a tart's makeover. There just isn't a place for such badly-written games on the Megadrive at this stage. Maybe Ballistic should take their next film license from the 'Carry on' series, since I found myself laughing at Universal Soldier on more than one occasion.

AMAZING.

Luc is quite an extraordinary kind of guy! As well as being as strong as an ox on steroids, he can create havoc as he turns into a spinning buzz saw, impervious to the attempts of the killer bees etc trying to do him in, roll under tiny gaps in walls.AND drop bombs in the process.



LONG TERM REPORT

HOUR	■■■□□
DAY	■■□□□
WEEK	■□□□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	■■□□□
ACTION	■■□□□
CHALLENGE	■■■□□
REFLEXES	■■□□□

PRESENTATION 48

▲ UniSol offers the most wasted facility on an option screen ever! Where it says CREDITS it says "Produced by Chris Bankston" on the screen. Useless or what! Doh!

GRAPHICS 60

▲ The character representing Luc is well animated and looks pretty good in spite of the similarities to Turrican (ie the rickety legs).
▼ Everything else is poor beyond belief! You name it, it's bad!

SOUND 82

▲ The music exceeds the standard of the game and the sound effects aren't bad either.

PLAYABILITY 56

▲ Very straightforward, easy to get into and a good enough blast while it lasts...
▼ ...until you realise that you've literally seen it all before.

LASTABILITY 42

▼ The EASY and HARD difficulty options mean the game's completed in an hour or a day.
There's little inspiration to carry on and see the next level. The whole thing is so-oo disappointing.

OVERALL 47

A particularly good example of an awful game. There are dozens of games of a similar ilk available that are far superior.

REVIEW



1 PLAYER

PRICE TBA

BY ACCLAIM

RELEASE JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
REPONSIVENESS: PRETTY GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

500,000

ORIGIN

A conversion of the Megadrive title based on the popular blockbuster movie sequel of the same name.

HOW TO CONTROL



1 Fires Harrigan's weapons.

2 Selects his weapons.

HOW TO PLAY

Guide Harrigan around the nine horizontally-scrolling levels blasting away at drug dealers and Predators, collecting evidence and rescuing hostages. Should Harrigan's energy bar be worn down or three hostages killed during the course of the game, Harrigan loses one of his three lives.

PREDATOR 2



Sport, eh? On our planet, games involving inflated pigs' bladders and people running around on some grass, rake in zillions of pounds and have fanatical die-hard followings of millions. On other planets, people play sports involving guessing the correct part of a wall and such, and on one particular planet, the main sport is killing things. Anything'll do, small furry creatures, big scaly ones, sapient, sentient or vegetable, see it, shoot it.

Sadly, this sport has been so popular for so long that the inhabitants of the planet, the Predators, have run out of things to kill. They've tried breeding animals in special Death Farms, but it's just not the same. So, to preserve the long tradition of slaying, a few hand-picked scouts have been sent out to find new killing grounds, and luckily for us, one of them has found Earth. However, crack narc Harrigan has stumbled onto their fiendish plot and, in between wasting evil drug pushers, is determined to put a stop to it. But are his horizontally-scrolling blasting skills a match for Acclaim's deviously programmed Predators?

COMMENT

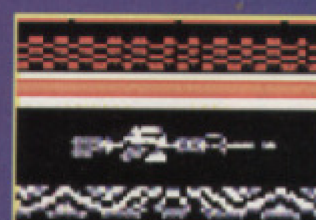
Predator 2 on the Megadrive was pretty good, if a bit easy, and most of the same criticisms apply to this Master System conversion. There are a few differences between the two however — the Master System version only scrolls horizontally instead of the eight-way scrollfest that was the Megadrive title. The graphics are understandably poorer, although they're still not that bad by Master System standards, and there's no sprite flicker whatsoever. The game moves quickly enough and the controls are easy to get the hang of and pretty responsive. The sound's adequate, the tunes are okay and the effects are alright too. However, although Predator seems pretty tricky when you first play it, after a couple of games you'll just whizz right through to the end. The password system doesn't improve the challenge, as it effectively provides you with infinite continues even once the machine has been turned off. Novice gamesplayers or general hoofboys should give this a bit of a go, because it's a pretty good game, but seasoned shoot 'em uppers should pass Predator 2 by.



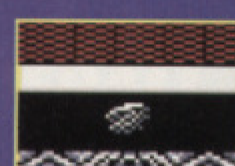
RAD

TOOLS YOU CAN TRUST

Harrigan starts the game armed only with his trusty police issue revolver, but he can pick up extra weapons as he goes along his way. These arms are found lying around on the floor, which just goes to show how sloppy the drug dealer and Predator filing systems are.



MACHINE GUN This weapon's only slightly more powerful than Harrigan's regular gun, but is blessed with a far faster fire rate. A load of ammo is bestowed upon Harrigan each time he picks one of these up (to a maximum of 99 bullets).



GRENADES Although these little bombs are difficult to aim properly they have a decent blast radius, and anything caught in this is killed. Grenades are the most powerful weapons and are of particular use against bosses — especially the big ones.



SHOTGUN The shotgun provides three-way fire, but each single shot isn't very powerful. The shotgun's unfireable either until all three shots leave the screen or connect with a target, which make it useful at close range when all three shots hit at once and Harrigan is able to fire again immediately.



SUB-MACHINE GUN The recoil on this gun gives it something of an erratic fire pattern, but at least this provides a good spread of shots. It's also more powerful than Harrigan's standard pistol, but very short on ammo.

COMMENT

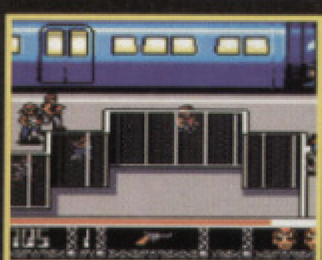


Average, reasonable, okay. Pick an adjective really because they can all be applied to this game.It'll never win any prizes for originality or indeed for playability or lastability, but it's not all that bad. The graphics are nothing stunning but adequate, sounds and effects are okay and for a beginner there's a reasonable amount of challenge in there — the first couple of times you take off it seems incredibly hard, but after a while it becomes almost too easy. The game moves along at quite a racey pace and the controls are a doddle to pick up. The main gripe is the way all the levels look just the same with the same baddies to blast in the same way and same the obstacles to avoid — don't get me wrong, it's still quite a fun game and not bad at all for the Master System. Just don't expect any great shakes. If you're a novice and horizontal shoot 'em ups are your bag, this is worth a look, otherwise, forget it.

TRI-DOT TARGETING TOMFOOLERY

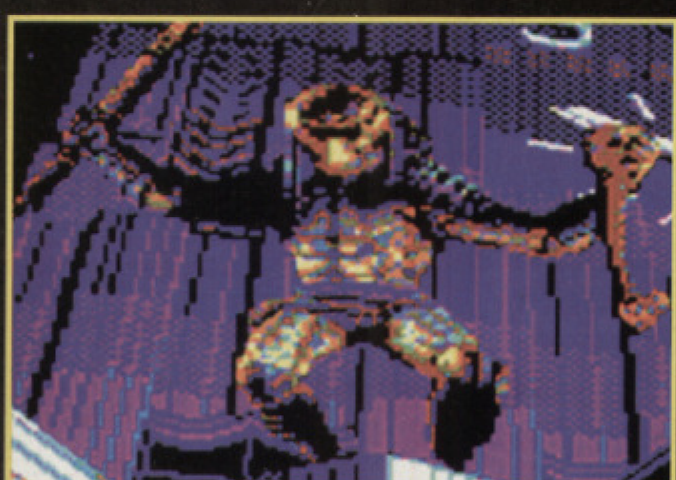
Although the hordes of drug dealers with their big guns and gold teeth are quite hard they're no match for the Predator. For this reason, he's keeping a close eye on Harrigan, who looks like a bit more of a challenge. However, every now and then the Predator tests just how hard Harrigan is by targetting him with his high-powered blaster. As soon as this formation of three red dots appears on screen tracking Harrigan, it's a good idea to run away, because as soon as this locks on, Harrigan is blown into little tiny bits.







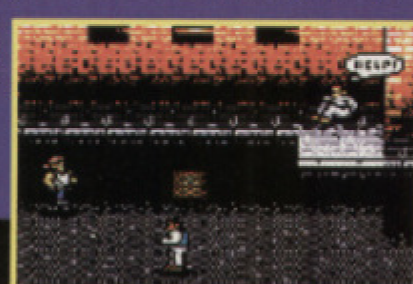
▲ *Mind the alien warrior of pain, Marlon.*



▲ *"Can we have our ball back mister?"*

SAY NO TO DRUGS

Although Harrigan has to deal with the Predator, his primary concern is the mission given to him by the police department. Mostly, this involves shooting loads of drug dealers, but on each level there are a number of hostages to rescue. This number increases as the levels progress. You might think that as soon as Harrigan started his one-man war on drugs all the hostages would have been slaughtered, but luckily for them everyone seems to have forgotten about them. However, the Predator, ever-eager for a spot of target practice, remembers them all too well. Once he sees a hostage sitting about bound and gagged on the street, his little targeting computer gets to work, tracks them down and shoots them. If three hostages are lost to Preddy in this fashion, Harrigan tops himself out of sheer guilt and so loses one of his lives.



▲ *Have a bit of that.*





▲ *Aiiee! Boom crash die kill.*

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■□□□
WEEK	■□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■□□□
ACTION	■■■□□
CHALLENGE	□□□□□
REFLEXES	■■■□□

PRESENTATION 74

▲Pretty good title and end sequences.
▼No options or anything like that to speak of though.

GRAPHICS 76

▲Good use of colour and there's none of the usual Master System sprite flicker troubles.
▼The sprites are a bit chunky and the animation is lacking a little.

SOUND 70

▲A selection of alright tunes and effects.
▼However, they're nothing really that inspiring.

PLAYABILTY 81

▲Fairly quick-paced with fluid controls and plenty of action most of the time.
▼Sometimes, though, there'll be very little on screen to shoot at.

LASTABILITY 32

▲Quite challenging for the first couple of goes.
▼Very easy indeed once you know what you're doing, and the password option is just plain daft.

OVERALL 74

An enjoyable game, but ruined by the lack of any challenge.

V E SAT BEHIND ENOUGH DESKS.



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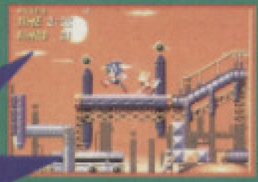
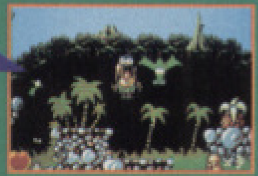
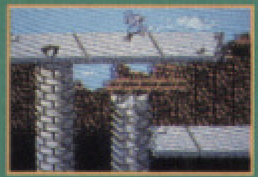
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TOP 10 CH

MASTER SYSTEM

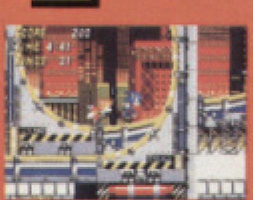
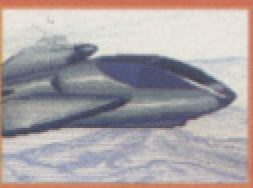
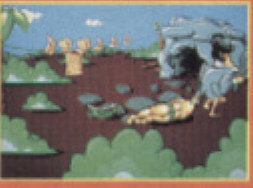
1 SONIC THE HEDGEHOG II
2 THE SIMPSONS
3 ALIEN 3
4 GHOULS 'N' GHOSTS
5 CHUCK ROCK
6 OLYMPIC GOLD
7 NINJA GAIDEN
8 SUPER KICK OFF
9 SONIC THE HEDGEHOG
10 WIMBLEDON TENNIS


Straight in at Number One it's the cold prickly one coming back for another bash on your Master System with the utterly excellent Sonic The Hedgehog II. Hard on its heels is the dude with the sappy haircut and his wayward folks — The Simpsons while all the other placing are just sad remixes of last month's charts. Oh well, that's two new entries so things are looking up.

MEGADRIVE

1 SONIC THE HEDGEHOG II
2 LOTUS TURBO CHALLENGE
3 LHX ATTACK CHOPPER
4 ALIEN 3
5 EUROPEAN CLUB SOCCER
6 TAZMANIA
7 CHUCK ROCK
8 JOHN MADDEN 93
9 CRUE BALL
10 SHADOW OF THE BEAST II

Co-er, what a fabulous surprise. That spiky blue chap, the one who's more famous than the Queen, Madonna and Hitler put together, has hit the top of the Christmas charts with the hyped-beyond-belief but utterly brilliant sequel — Sonic the Hedgehog II. Creeping up its rear is EA's top hole road racer Lotus Turbo Challenge while the new entries this month are the third on the John Madden bandwagon and Shadow of the Beast II. Tune in next month when we should see a whole heap of new entries after the Christmas fever.

CHARTS

Bet you can't stand it can you?! Who is number one in the Megadrive charts this month? Has Sonic raced to the top with his second game and is the New Zealand Story about to end? Read on....

MEAN MACHINES MASTER SYSTEM CHART

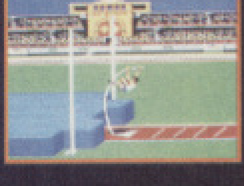
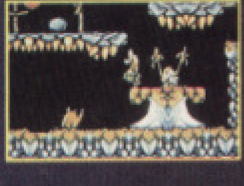
1 SONIC THE HEDGEHOG II
2 IMPOSSIBLE MISSION
3 SUPER KICK-OFF
4 DONALD DUCK
5 WONDERBOY III
6 WONDERBOY IN MONSTERLAND
7 NEW ZEALAND STORY
8 GAUNTLET
9 CHUCK ROCK
10 PSYCHO FOX

Last month we brought you the creme de la creme on the Megadrive front — the Mean Machines team's ultimate choice. This month it's the pick of the crop from the Master System range brought to you following the intricate (and extremely painful) fusing of Rich and Jazza's sole brain cell — the things they do for you! Next month it's the turn of the Game Gear to be put on the rack. Don't miss it.

GAME GEAR

1 SONIC THE HEDGEHOG II
2 TAZMANIAN DEVIL
3 SUPER KICK OFF
4 OLYMPIC GOLD
5 SONIC THE HEDGEHOG
6 DONALD DUCK
7 WONDERBOY II
8 SUPER MONACO GP
9 CHUCK ROCK
10 SPACE HARRIER



And here's that speedy hedgehog going straight into the top of the charts and making it a hat trick with Sonic the Hedgehog II on the baby Sega screen. And in at number two we have that marvellous platform game from Sega, starring that well wicked Tazmanian Devil. No more new entries so far but next month things are bound to change...



1-2 PLAYERS

PRICE £34.99

BY CODEMASTERS

RELEASE JANUARY

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY:HARD
CONTINUES:0
SKILL LEVELS:1
RESPONSIVENESS: EXCELLENT

1ST DAY SCORE

COMPLETE UP TO LEVEL 23

ORIGIN

Racing game based on the wild and wacky titchy toy cars converted from original NES title

HOW TO CONTROL



A Reverse

B Accelerate

C Fire cannon (tank levels only).

S Pauses/restarts the action.

HOW TO PLAY

Use your joypad skills to out run the choice of computer opponents on 27 courses split between eight different vehicles.

THE ORIGINAL MicroMachines SCALE MINIATURES

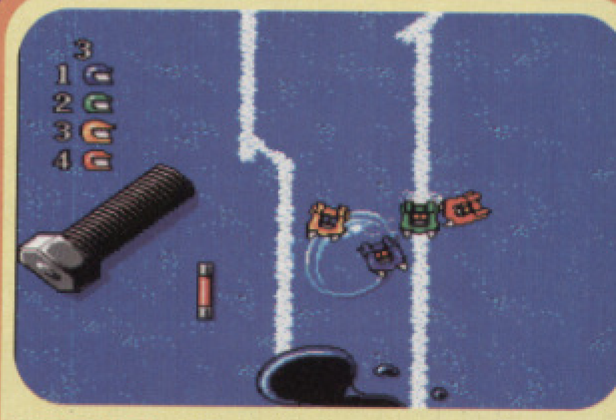
Inside every tiny miniature car there is a tiny miniature driver bursting to get out. These impish shrunken motorists content themselves with waiting until no one is looking and then haring around any available surface at high speeds. Micro Machines tells the story of 11 such tiny tearways imprisoned in their mini-mobiles. These chirpy characters have decided to organise a tournament to discover who is the bestest all-round driver of them all, competing as they do in a variety of vehicles in all locations.

Micro Machines is an overhead-viewed racing game using ...onal steering to send you zooming around ... As e...

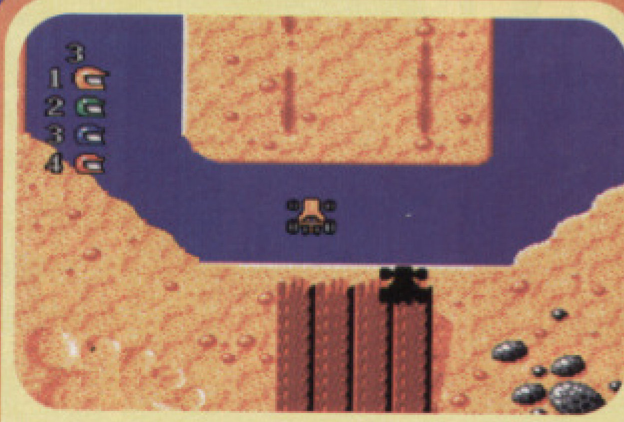


Fan heat! Fan heat you fools!▲

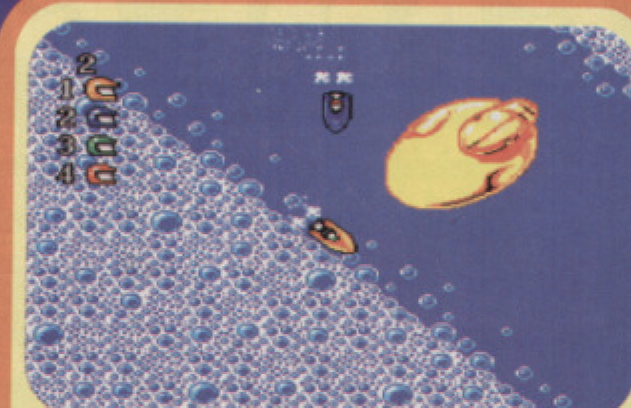
TIN LEGS AND TOY CARS



WARRIORS: Fitted with front-bumper detonators, crashing into another Warrior generally leads to these trucks blowing up! The nut, bolt, oil and sticky glue-laden garage floor environment they race in is also a hindrance. Watch out for their skiddy cornering, too.



TURBO WHEELS: These sand-hoppers are spritely little buggies which race around beaches littered with buckets, spades and sandcastles. With a high top speed, cornering is a little tricky, and their light weight means they bounce around a great deal if they hit so much as tide mark.



SPEEDBOATS: Bathtime racing is the order of the day here. Steer clear of the plughole which swallows your boat and the soap suds which slow you down and bounce you around. Also beware of the savage rubber ducks who bar your way.

REVIEW



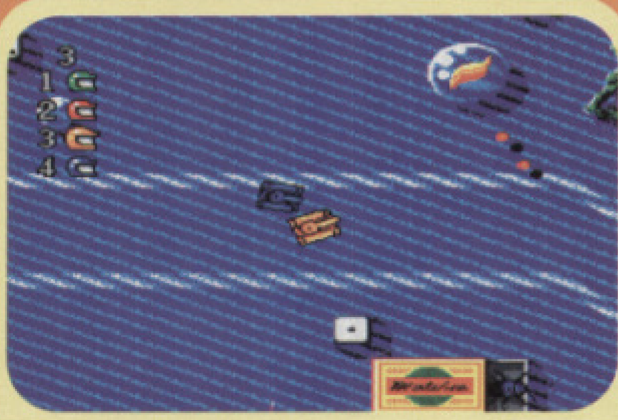
▲ *Mind the giant Chocolate Frosted Sugar*

DRIVER THE ENGINE

There are eleven drivers to choose from in Micro Machines, and some are better than others. James Dean-alike Spider, for instance is the best driver that ever there was, whilst "I want me pigeons" sad fat boy Walter lags behind, as his portly stature slows his vehicles down somewhat. However, just to make things easier, the rating of each driver is written above their picture on the driver select screen. This means it's simple to pick the good drivers at the start of the tournament, knock them out in the easy early races and then just have the weedy racers to contend with when things get a bit harder!



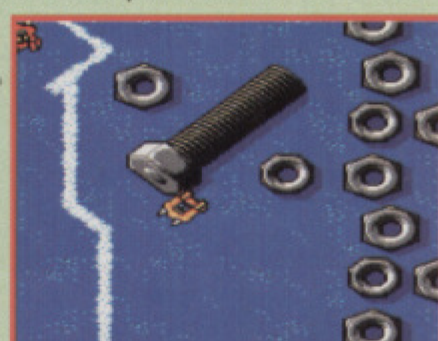
There's more to Micro Machining than flicking a little toy car down the table. There are eight vehicles, each with it's own handling style, to master along with 27 courses to memorise! Each transport is fully detailed below.



TANKS: Pondering and cumbersome with a wide turning circle the tanks don't seem to have much going for them. However each tank is fitted with a cannon fired by pressing the C button! One hit temporarily destroys any other tank, allowing you to get a clear lead around the bedroom-based toy-littered courses.

SOLO FUN WITH YOUR MICRO

There are two one-player modes in Micro Machines. The first pits your character against the remaining ten. First of all, qualify for the cup in an easy-peasy boat race. Then choose the three other drivers you most wish to race against. After this, simply race and race again, making at least second place in each event, knocking more and more drivers out of the running and selecting fresh opponents, until you have won the challenge or lost all of your three lives. The second one-player mode is played in much the same way as the two-player, although, surprise surprise, the second car is computer controlled. This is an ideal opportunity to put your dirtiest tactics into play, ruthlessly knocking your opponent off the edge of the table, or into plugholes, snooker table pockets or even garden sprinklers!





4X4: A good start to the day, these slower speed breakfast table racers are easy to control and not too demanding. Still, there's always the other drivers to worry about, as well as the marmalade, oranges and breakfast cereal laid out..



CHOPPERS: These floaty fellers zip around the flower bed and are difficult to get the hang of. Choppers tend to get trapped in bushes and other garden-related snagging items although the courses are generally quite straightforward.

COMMENT



RAD

Micro Machines is one of my favourite NES games ever, and it's great to see that all the vehicles, courses and playability of the original have been faithfully ported over to the Megadrive. The graphics have been tweaked up a little, although nothing really drastic has been done, and the same goes for the sound. Megadrive Micro Machines certainly moves faster than the original, zipping along at a fair old lick, and the controls are even more responsive. A couple of changes have been made, though. The computer drivers are far more aggressive, some of them even head the wrong way down the track trying to knock you off the table! The two-player mode has been made more competitive too, as knocking into other cars in the right way sends them flying off, so there's plenty of barge-related japery in store. However, the single player mode is a bit too easy. I was able to complete it in the first couple of sittings, although the last race too quite a while to beat. Also, I was a little disappointed to see that there are no new vehicles or courses to master. If you're a single, lone Micro Machiner this probably isn't for you, but anyone with even a sniff of a second player around should seek it out.

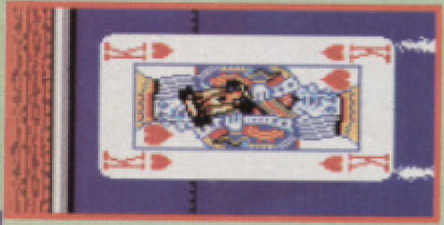
REVIEW

COMMENT



GUS

What was unquestionably fab on the NES, gets the perfect conversion treatment on the Megadrive. Micro Machines doesn't look any great shakes from the stills (the slightly rough look has been preserved), but the scrolling is super smooth, super fast. In my view, all other previous racing games on the system have been bores. Dump the 3-D view and bring in the playability. Two player Micro Machines is addictive, not a little due to the wide range of wacky courses and vehicles to try out. The single player mode is frustrating at times, due to the dirty tactics of the opponents, but perhaps overall the game is a little on the easy side. The best thing the game has going for it is its sense of humour: Snooker tables and desktops, and marmalade stains to race through. This has to be a bit of a two-player classic.

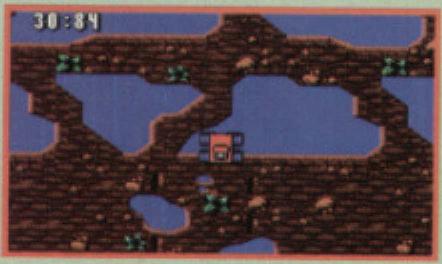


LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■■
MONTH	■■■□□
YEAR	■■■□□

BREAKDOWN	
STRATEGY	■■□□□
ACTION	■■■■■
CHALLENGE	■■□□□
REFLEXES	■■■■■

RUFF AS TRUX

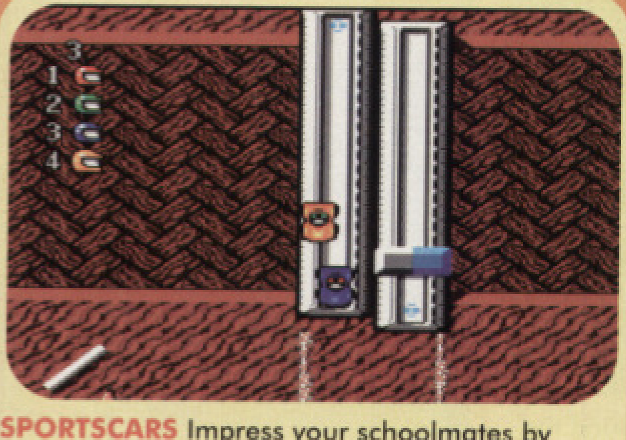
Should you be skillful enough to achieve first place in three events running in the single player tournament you are treated to a bonus event, the Rufftrux. This event gives you a strict time limit in which to negotiate a tough off-road course littered with boulders and precariously tight paths through rivers. Win through and you are awarded an extra life for your troubles, although there is no penalty for failure. These courses get tougher and tougher as the game progresss until only the most capable Micro Racers get the prize.



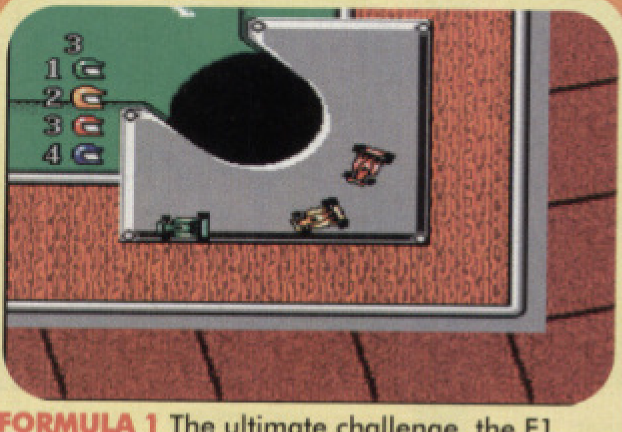


MUTUAL MICRO MACHINATIONS

If you fancy going head-to-head against a friend, Micro Machines has just the option for you. The two-player mode allows you to take part in either a single race challenge or a longer tournament. The single race mode allows you to choose your vehicle out of the eight available, plus Pro Formula 1 and Pro Sportscars showcasing two of the tougher tracks. Tournament selects events randomly, and the first player to win four races is the victor! Two-player racing differs from the regular game. Instead of the first past the post winning the race, there is instead an eight-light bar in one corner, lit, at the begining, with four red and four blue lights. Each time one player reaches the forward edge of the screen, leaving the other tailing behind, one light of the corresponding car colour (red or blue) is lit. When the bar is full of one colour, that player is the winner. Alternatively, should the race run the full four laps, the winner is the player with the most lights lit, or, in the event of a tie, the first player to score a point.



SPORTSCARS Impress your schoolmates by zooming these around the desk-situated courses. Very nippy, but cornering is a problem at first. Try to get the hang of the Miami Vice-style "power skid" for maximum advantage and pose power, and watch out for that homework!



FORMULA 1 The ultimate challenge, the F1 cars are very, very fast and very manoeuverable, but the pool table courses they are set on are the trickiest out! Going Heck for Leather is the only possible road to victory, which only makes things harder, especially when schreeching around the pockets on the very edge of the table.

PRESENTATION 93

▲Loads of characters to choose from and presentation screens abound.
▼There are no real options to tweak.

GRAPHICS 78

▲Colourful sprites and great backdrops with a lot of attention to detail.
▼The sprites themselves are a bit on the small side.

SOUND 73

▲A selection of alright tunes play throughout the presentationy bits.
▼The effects are a bit dismal, and there's no in-game tunes.

PLAYABILITY 97

▲Very smooth and responsive and fast, and great fun to play.

LASTABILITY 80

▲Two-player frolics may well last forever and ever.
▼The one-player option is too easy and won't last very long.

OVERALL 93

A cracking game, but one which single players might not appreciate.



1-2 PLAYERS

PRICE £34.99

BY TENGEN

RELEASE OUT NOW

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES:NONE
SKILL LEVELS:3
RESPONSIVENESS:JERKY

1ST DAY SCORE

End of Mission four

ORIGIN

Steel Talons is a conversion of the hi-tech coin-op released last year by arcade conversion specialists Atari.

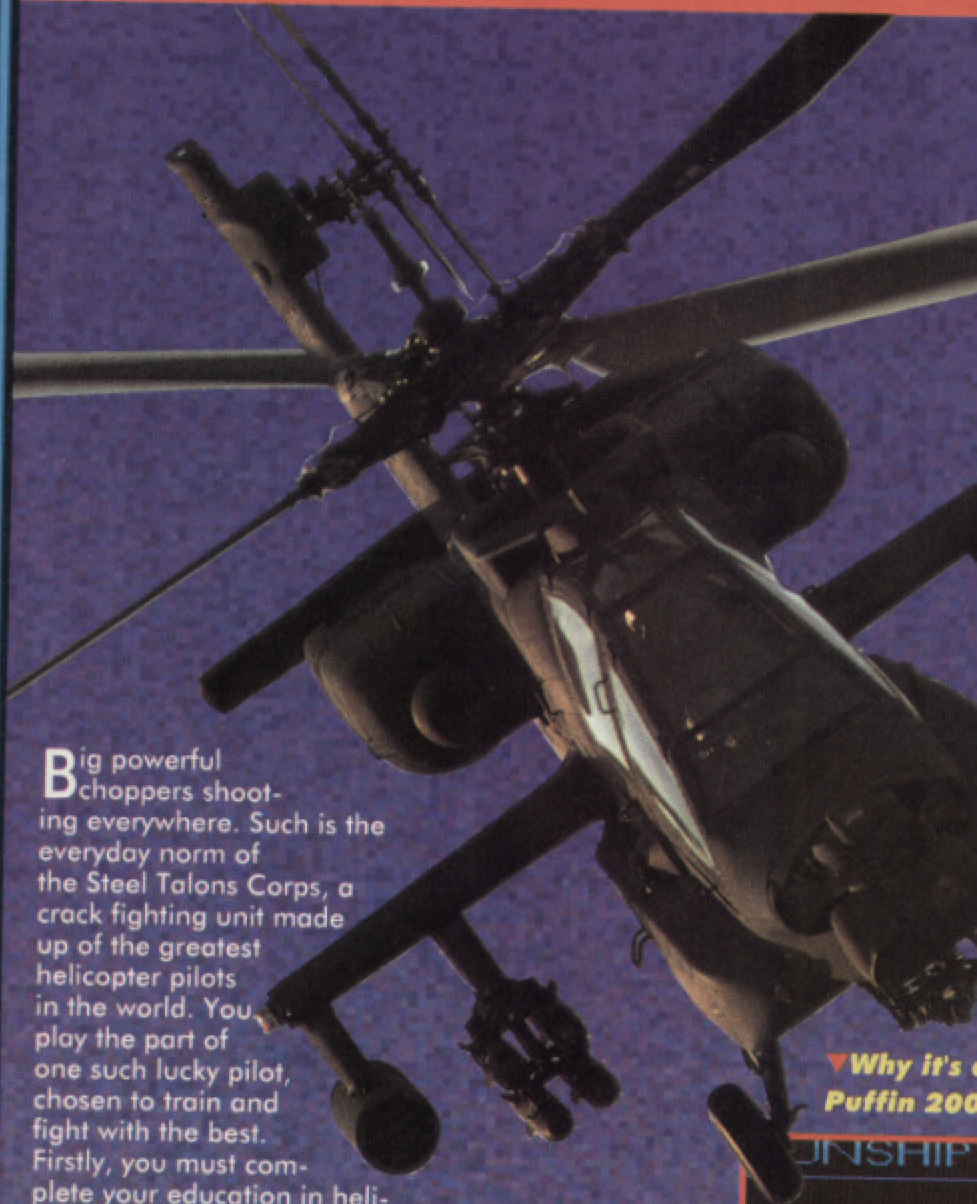
HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

- **A** FIRE MISSILES
- **B** FIRE GUNS
- **C** HOVER CONTROLS
- **S** PAUSE/UNPAUSE THE GAME

HOW TO PLAY

STEE





Big powerful choppers shooting everywhere. Such is the everyday norm of the Steel Talons Corps, a crack fighting unit made up of the greatest helicopter pilots in the world. You play the part of one such lucky pilot, chosen to train and fight with the best. Firstly, you must complete your education in helicoptering, participating in a series of gruelling tests and some limited combat action before graduating to the ranks of the elite. Once a member of this top flight of crack chopper chaps you are sent on the most dangerous missions in the world, where only your skill, wits and multi-million dollar helicopter gunship keep you alive.

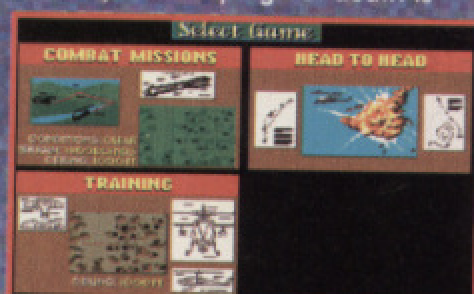
Steel Talons is a conversion of the swish coin-op which takes the player through a number of war zones where you fly around a freeform landscape strafing ground targets and dogfighting with enemy helicopters. The action's viewed either from the cockpit or from an Afterburner-esque behind-the-heli point, from where your campaign of death is masterminded.



▼*Why it's a Westland Puffin 2000!*







▸ *Mmm, mission select. Yes, very interesting...zzzz*

REALISM-RELATED HORSEPLAY

There are two control methods to choose from — Arcade and Real Heli. Arcade mode's much easier and more straightforward, with up pushing your 'copter forward and down bringing it into reverse. However, in Real Heli, your nose tips once you start forward, and your view tilts accordingly. Similarly, when going backwards, prepare to see nothing but sky as you tilt back! However, Real Heli allows you to fly much higher, and more points are awarded for every mission and kill you make.





DON'T YOU JUST LOVE BEING IN CONTROL?

Although you can't have two human controlled helicopters flying at once, a friend can join in your game. The second controller duplicates the functions of the other controller with the C button pressed. This means one player steers and shoots, whilst the other player steers and controls the altitude. Although this takes a bit of getting used to it can be quite a laugh when you get the hang of it, for the first few goes anyway...







▲ Machine gun nest or 5p Space Frisbee?



▲ Destroy the trucks! Destroy the trucks you fools!

EL TALONS

L-PLATE FOR LEATHER

First stage on the road to success is basic training. Here, you're given a number of tasks to perform. Firstly, you pilot your helicopter through a series of floating rings at various heights. Once this has been achieved the player moves onto three dispersed static targets. Destroy these within a strict time limit and your first trial is over. Now the player progresses onto the first of 12 combat missions, each with its own terrain and weather conditions.



COMMENT



RAD

Steel Talons was a great coin-op. The graphics were all right and the sound was pretty good, but it was the sheer speed and frenetic action that made it so exhilarating to play. Tengen have made a decent job of converting the sprites, but sadly they've failed to get any of the rest right. The main problem lies in the jerky controls. Should you press right, there's a slight delay before you actually turn, and when you do the heli just lurches massively to one side. There's no fine control on turns either, it's just lurch central as you try in vain to get some semblance of servility from the joypad. Needless to say, this, and the ever-so-slow running speed, ruin things utterly. It's such a slog to play it just isn't entertaining at all. What should be a thrilling high-speed barrel through a twisting valley becomes a painfully crawlsome blind trudge. The two-player mode doesn't work either, mostly because the controls are bad enough for one player, if someone makes a mistake it's nigh on impossible to rectify it in time. If Steel Talons were faster and the helicopter could make tighter turns it might be okay, but as it stands it's a load of old pants.

REVIEW

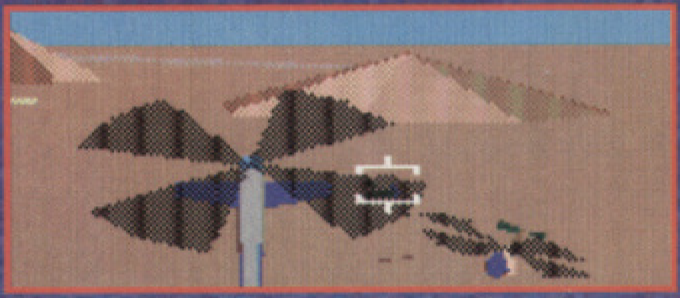


▲ *Mind the giant lipstick, Marlon.*
▼*Left! No, right! No, left! Aaaaieee!*



TRUSTING CHOPPERS

They say a dog is man's best friend and diamonds are a girl's best friend. However, a Steel Talons player's best friend.is the C button which controls the thrust of the helicopter, and, when used with the appropriate direction on the control pad, allows you to raise or lower your altitude, either up to the maximum ceiling height (as far up as your 'copter goes in other words), or even down to a perfect landing. The C button also allows you to perform rotational turns on a level plane instead of the usual banking turn, which makes it altogether easier to see where you're going, although it's a bit slower. Pressing C in conjunction with start also changes your viewpoint from inside the helicopter to outside.

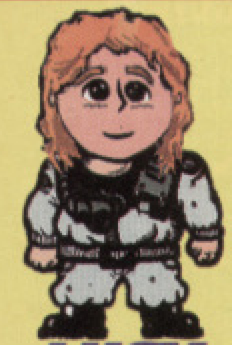


THIS SKY AIN'T BIG ENOUGH FOR THE BOTH OF US...

If you fancy yourself as a bit of a Red Baron of the helicopter world, there's a single player only head-to-head option which pits your skills against those of an elite computer pilot. Both of you take to the skies kitted out with loads of missiles and a full tank of fuel and chase around the various special landscapes designed for the event. These landscapes are especially craggy and tortuous arrangements of hills, mountains, cliffs and valleys so as well as looking out for the enemy chopper on your radar you've got to avoid certain death by crashing into the scenery!



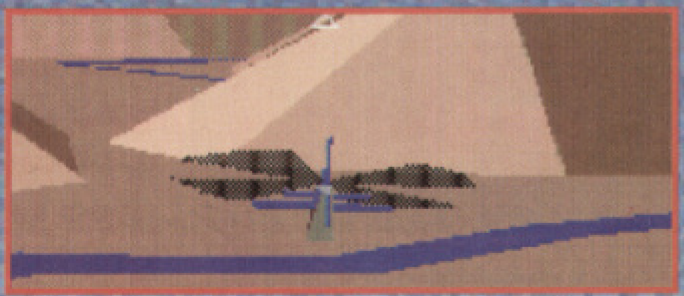
COMMENT

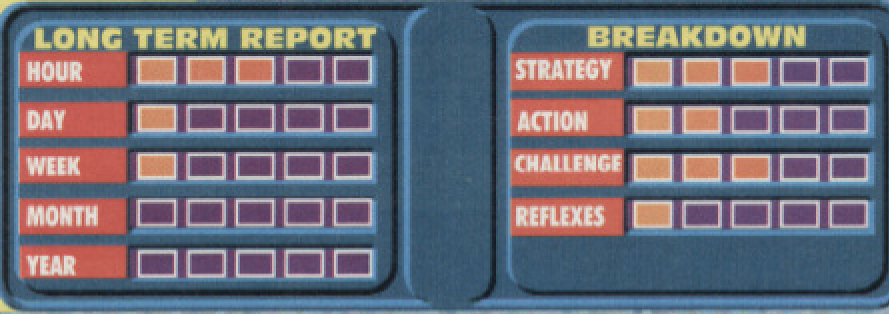


LUCY

! What a pile of old pap! I ıyed it for hours, and can d nothing to commend this ıvesty of a game whatsoev- '. Having turned on and witched to Training mode, I vas puzzled as to the purıose of the mass of disjoint- d dots in the centre of the een. Aah, problem solved, that's the helicopter. After reeling from this disappointment I began to play at which point matters promptly went from bad to worse. This game's about as easy to control as a rabid rhinoceros — jerky unresponsive and utterly erratic. There's a stack of options which is one thing in it's favour, but with such sad animation and dull, slow gameplay, it's unlikely you'll want to plough through them. It's quite neat how you and your targets are pinpointed on an on-screen chart, or it would be if they weren't almost too small to see. Basically, if you give this one a whirl you must be sad and if you fork out £40 odd quid for it you ought to be shot.







PRESENTATION 60

▲Options and intermissions galore.
▼In-game presentation is dull and cramped.

GRAPHICS 61

▲Sprites are all right, and the still shots look pretty good.
▼Bleeachh! The animation is so slow and jerky suspension of disbelief is impossible.

SOUND 68

▲The effects aren't too offensive, and there's loads of tunes.
▼Sadly, the tunes themselves are pretty dull.

PLAYABILITY 26

▼Slow and action-free with a control system which makes it impossible to play.

LASTABILITY 32

▲There's twelve whole missions, plus that head-to-head option.
▼The missions won't last long because they're not too hard. but it's unlikely you'd want to play for that long anyway.

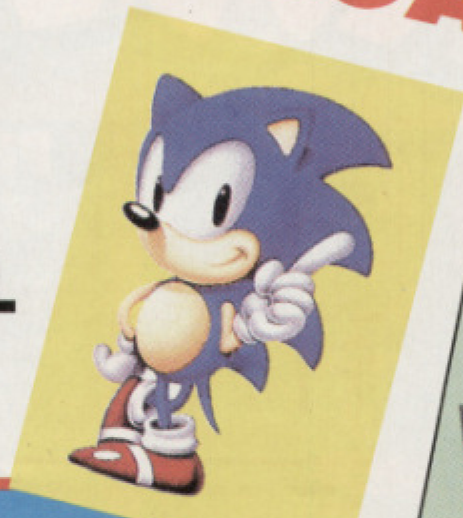
OVERALL 29

A seriously bodged attempt at converting a surprisingly convertible arcade machine. A very dark hour indeed.

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1 PLAYER

PRICE	£39.99
BY	EA
RELEASE	JANUARY

OPTIONS

CONTROL:JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: THREE
SKILL LEVELS: ONE
RESPONSIVENESS: SLIPPERY

1ST DAY SCORE

3407000

ORIGIN

An original character, somewhat in the mould of James Pond and nothing to do with the confectionery!

HOW TO CONTROL



A Hold this button down to make Rolo and his friends run faster.

B Makes Rolo and his pals jump.

C Pauses and calls up the friends screen. Enables control of the map bird on the jigsaw screen.

S This pauses the game and brings up the options screen.

HOW TO PLAY

Aid Rolo in his escape from the circus, freeing his helpful friends as he travels by grabbing the key off the evil ringmaster, McSmiley.

ROLO TO T



PHRIENDS OF THE 'PHANT

So who exactly is Rolo to the rescue of? The answer, of course, is his friends. You see, the slight and snouted Rolo is a bit hopeless when left to his own devices and needs a bit of assistance now and again. There are a certain amount of friends that Rolo is required to rescue from each screen and they too have special abilities that make the going easier. Only three friends are able to follow Rolo at any time, so be careful who you chose and which order you choose them in — it's a strict first in, first out basis. Rolo's main chums are:

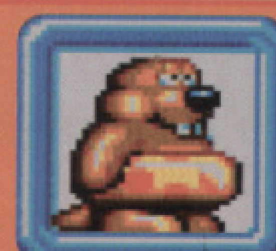
Squirrels: Scaling walls is what squirrels do best. You name it, they'll scale it: Caves, mines anything. Rolo and the rest reckon scaling is something to do with fish. Idiots.



Moles: The moles, shovel in hand, are the choice for digging through patches of soft earth. Asking the others to "dig this" and they hang around waiting for some music to begin. Those screwy animals!



Beavers: These are excellent swimmers, therefore the only pals to use when crossing wide stretches of water. The other animals' idea of the crawl is something you do on all fours and the mere mention of doing the breast stroke has them blushing like crazy!

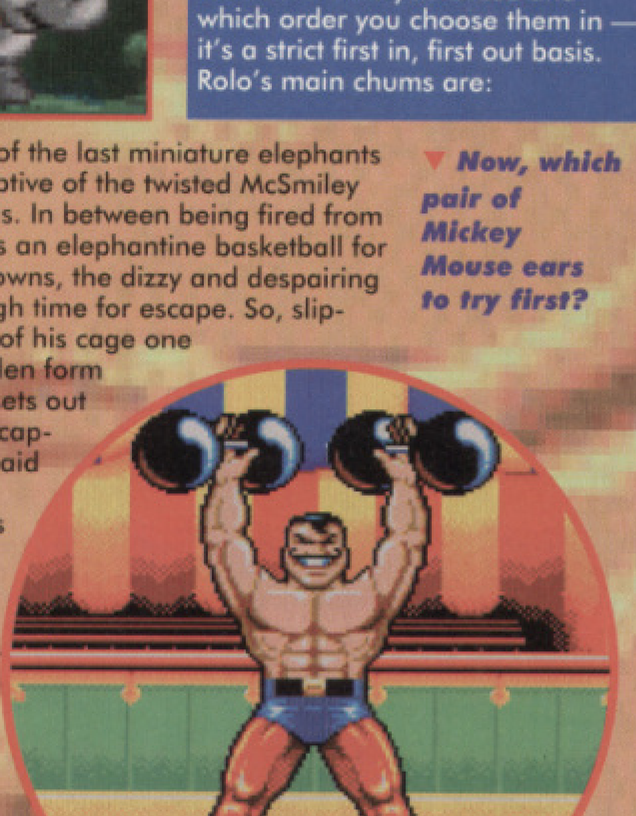


Rabbits: Rabbits like a jump. It's their favourite activity. More importantly, rabbits jump higher than the others. They don't want anything to do with the rabbits' jumping activities!



Poor little Rolo, one of the last miniature elephants in existence and captive of the twisted McSmiley and his travelling circus. In between being fired from cannons and posing as an elephantine basketball for the circus' hopeless clowns, the dizzy and despairing Rolo realised it was high time for escape. So, slipping through the bars of his cage one night with the keys stolen form McSmiley's belt, Rolo sets out to rescue his similarly-captured pals so they can aid him in his quest.
Now Rolo is putting his trust in you and your ingenuity to guide him through four treacherous lands in search of his pals, a home and the hope of being reunited with his Mother. There are many puzzles to solve and secrets to uncover. What's more, with over a hundred different locations to trump through, this is likely to take some time. Are you beast enough?

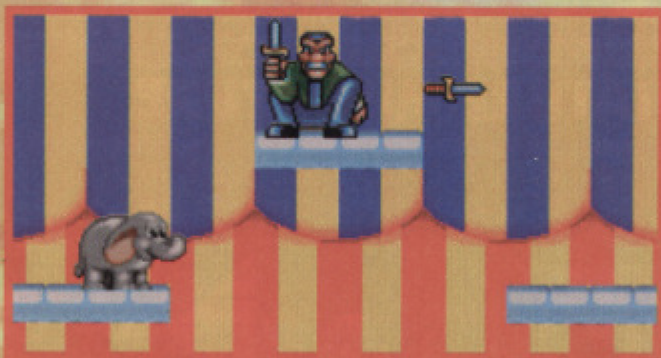
▼ *Now, which pair of Mickey Mouse ears to try first?*

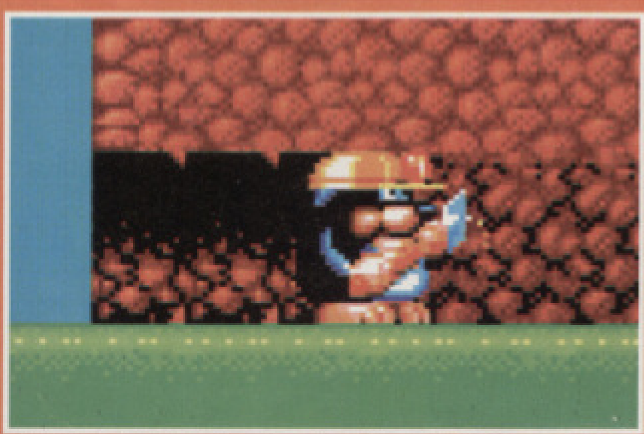




THE RESCUE











COMMENT



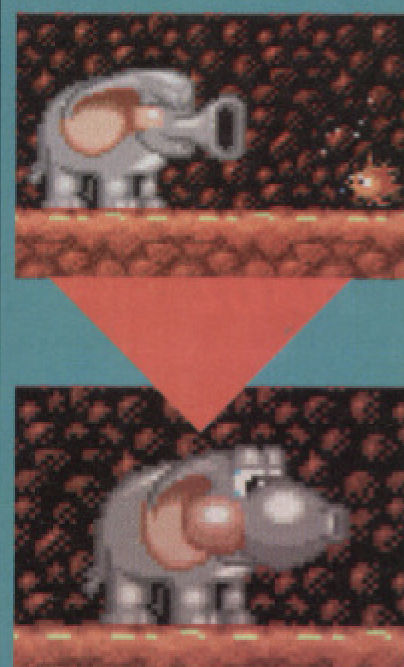
LUCY

Pass the bucket, I'm going to chuck. It's not that this game's bad, the sprites are big, bold and brilliantly animated — it's pretty obvious it was programmed by the same coders of James Pond and Robocod because many of the characters are identical in expression. There are some attractive, if basic, backgrounds, heaps of levels to negotiate and a mass of secret rooms to ferret out. It's just all so flaming sweet — dozens of little bundles of fluff jumping around being nauseatingly CUTE! There's so much more to each level than just whopping baddies and rescuing your mates — working out which character does what is fun but infuriating if you get it wrong. One good point is if you do mess up in a big way you can abort the level and start again. The only things that spoils the otherwise brilliant gameplay is the way Rolo slides around at will — often to his doom . Also, since it's so huge, a game-saving method really should have been incorporated. Despite these obvious flaws, it's utterly addictive and definitely worth a go — if your stomach can take it.

ROLO'S SPECIAL SPECIALITIES

Most of the time Rolo is just your Joe average, miniature elephant of little consequence. However, offer him a drink of lemonade and he becomes quite the expert at long distance squirting. Also, if Rolo chances across a vacuum cleaner, he develops the remarkable ability to suck items up his trunk then use them as missiles against his enemies. Rolo's piece de resistance, however, is his incredible, self-inflatory, floating ability whenever a container of helium gas is collected.





BITS AND PIECES



The different areas of Rolo's world are represented by pieces of jigsaw, some of which are in hard to reach or even secret locations. There are two ways of obtaining a piece of the puzzle. The first is to free all the animals caged in the present level then passing through the transporter at the end of the level, the second is by collecting a piece of jigsaw that are occasionally hidden in some levels. These are often hard to reach.

REVIEW



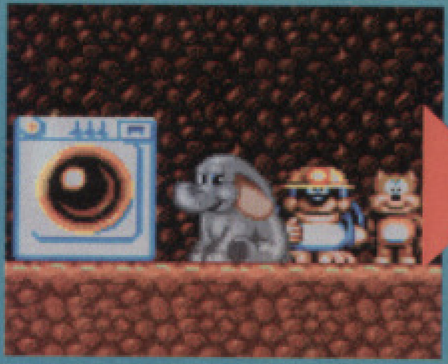
THE BIRD OF THE BOARD

By pressing the START button on the jigsaw-type map screen, the player takes control of the Map Bird and is able to fly over and about the map. This gives the player some idea of how much of Rolo's quest is completed. Incidentally, Rolo can revisit any area that has already been completed which is always handy for grabbing some extra points — or lives!

Eeh, look at Rolo. He's pooped, bless him.

MINIATURE MINIATURE

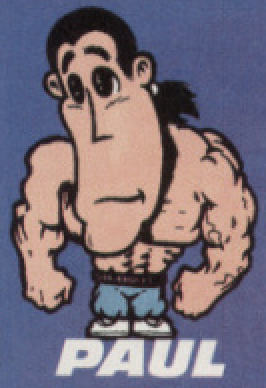
As if being the smallest elephant in history isn't enough, Rolo also has to endure the additional indignity of transformation into a more minuscule version of himself. This occurs whenever he enters a washing machine. It is possible to avoid the situation, of course, but then that would mean sacrificing the ability to wander through extremely narrow passages and the chance of finding that extra level.





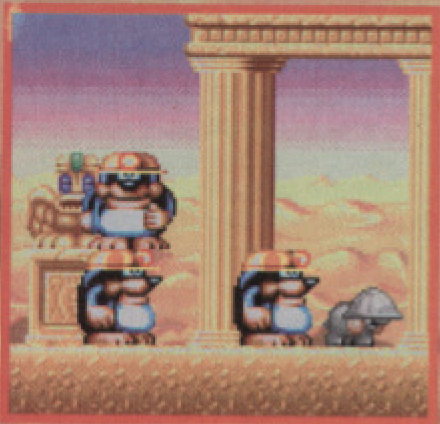


COMMENT



PAUL

Though I doubt he's destined for super stardom Rolo is a charming character and his friends are all equally as endearing with their many amusing traits. His dependence on each of his pals to complete the quest makes the game more imaginative than usual. Unfortunately the fun factor's choked by the absence of a save game facility or password system. Considering the size of this game it's completely demoralising to play for at least two hours, aiming to discover all that there is to find, then having to turn off and start all over again at a later date! (Apparently, EA felt their target audience wouldn't stump up the extra fiver for the necessary battery back-up). At times the control of Rolo feels too slippery and results in much frustration. With a save-game option and slightly revised controls, Rolo could be a major hit. However such problems exist and I suggest you seriously consider the probable frustration ahead before forking out for this one.



Rolo! Rolo! Y'alright mate? Rolo-o-o-o!



LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	■■□□□
ACTION	■■■□□
CHALLENGE	■■■□□
REFLEXES	■■■□□

PRESENTATION 85

▲ The pleasant intro screen and the presence of the jigsaw map screen between levels make the game look attractive.

GRAPHICS 89

▲ Cute characters that wander about against a succession of similarly well-presented backdrops.
▼ It's all a bit basic looking and often quite empty.

SOUND 79

▲ Catchy tunes that suit Rolo's character down to the ground. There are also some amusing sound effects.
▼ Though there aren't any surprises and it is mainly standard stuff.

PLAYABILITY 75

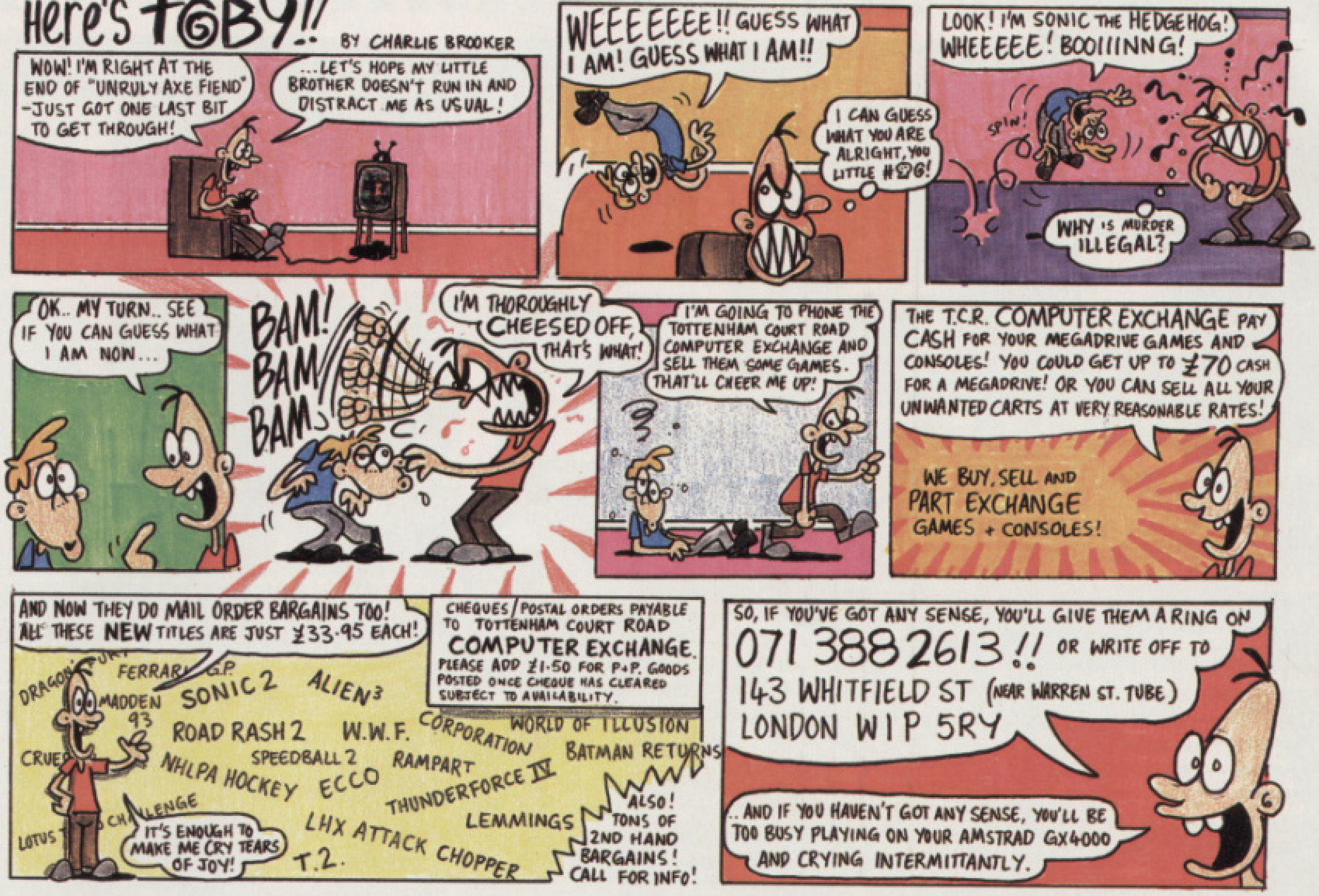
▲ The game is instantly enjoyable and the problems are often very rewarding once solved. Often the gameplay is pleasantly straightforward yet there is enough challenge to make it compelling.

LASTABILITY 76

▲ Large enough and, at times, tricky enough to make compulsive play the case.
▼ If and when the game is completed it is likely to prove such a strain that many will never return to the game again!

OVERALL 80

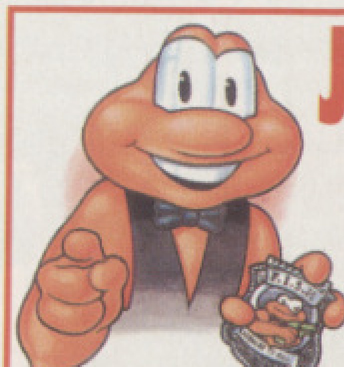
A very classy game with plenty of interesting touches. A winner with kids of any age but the absence of a save game/password facility cannot be stressed enough.







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MENACER



1 PLAYER

PRICE	£59.99
BY	SEGA
RELEASE	DECEMBER

OPTIONS

CONTROL: INFRA-RED LIGHT GUN
CONTINUES:NONE
SKILL LEVELS: NONE
REPONSIVESS: GOOD
GAME DIFFICULTY:EASY

1ST DAY SCORE

N/A

ORIGIN

Sega's new light gun stems from arcade games with gun-sight controls, and is the Megadrive successor to the Master System light phaser.

HOW TO CONTROL

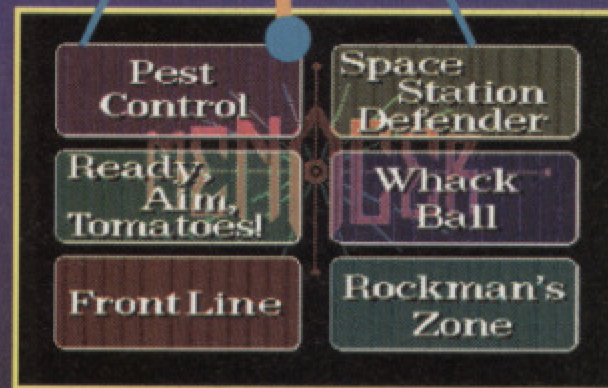
All necessary controls are found on the gun itself. The fire direction is controlled by the movement of the gun. On the front grip there are three function buttons, A, B, C. The lowest of these is used to pause the game. The other two have functions dependent on the game. Gun firing is controlled by a red trigger-button on the back grip.

HOW TO PLAY

Each Menacer game has a different objective. Most require targeting objects with the on-screen sight and firing the trigger to destroy them.

Frustrated Arnies or keen clay pigeon enthusiasts who also own Megadrives have been rather under-served until now. The Megadrive lacked a gun peripheral while its main competitor, the Super NES has touted its bazooka add-on, the 'Super Scope', for some months now.

This has all changed with Sega's new Menacer attachment. The unit's supplied with a six game cartridge, which use the on-screen targeting and sights in a variety of ways. The hardware is packaged in subtle shades of grey quite unsuited to the Megadrive's glossy black looks. But enough of aesthetics. Enter the Menacer shooting gallery and have a look at the package.



OPTIONS SCREEN

ACCU SIGHT ON/OFF: Select whether an on-screen cursor is displayed.

BINOCULAR ON/OFF: Advises the Megadrive on whether you have the Binocular sight attached.

SELECT GAME: Chooses which of the six Menacer games will be played.

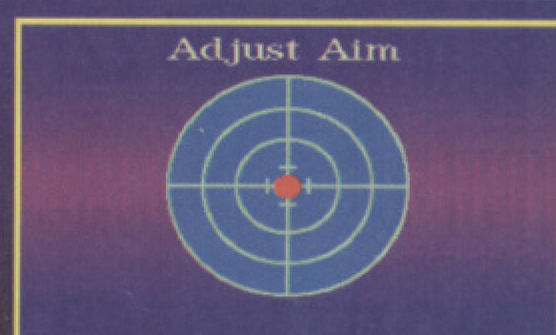
PISTOL GRIPS

The Menacer can be used in three different forms, to suit the game or your own preference of play. Each part is detachable. The barest form is a hand-held pistol, with built-in sight on top. Add a shoulder rest to this to turn it into a kind of rifle. The final part consists of a binocular sight, which means the gun is fired like a telescopic-sighted rifle (sort of). The Megadrive takes account of the mode of play.









CALIBRATION

Before you play, the Megadrive runs a quick test to see if the Menacer is functioning properly. The screen has to be quite light, and a minimum distance from the screen of about three feet has to be maintained. Accuracy may be improved by adjusting the Menacer's sensitivity by way of a sight displayed on screen. You have to hit the bull to continue.

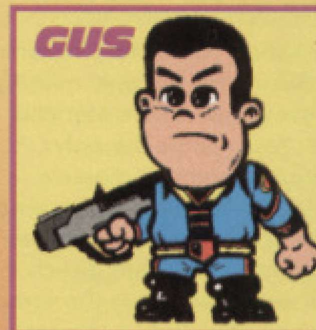




▲ *Cor blimey look at all these sexy add-ons — seriously menacing stuff!*

▲ *You can shove your flaming Uzi 9mm, Arnie. You ain't got nothin' on this fearsome bit of kit!*

COMMENT



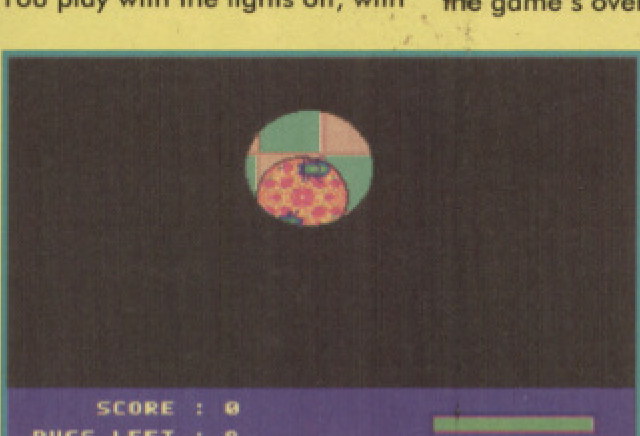
The great light gun battle commences. Big deal. The Super Scope was judged to be fairly naff, and it seems (contrary to hype) that Sega hasn't learned the lessons. They've released a samey-looking, samey-playing piece of hardware, with some redundant add-ons. Most importantly, they've released a similarly bland set of launch games, with no real focus, and little lasting interest. On the hardware side, the Menacer is only useful as a pistol, or marginally useful with the shoulder rest. The binocular piece is merely obstructive. To be fair, the infra-red system works well, and the accuracy is impressive and reliable. It's a lot less tiring to use than the Super Scope, which is a plus point. Games-wise there's a lot to grumble about. Space Station Defender and Front Line are simplistic beyond belief, and are only good for a couple of plays. Of the others Rockman's Zone seemed to have the most attention, but Pest Control and Whack Ball transcend their meagre boundaries to be quite fun. Some people like the Toe Jam game because it looks the best. But they are all limited, and all too easy. Depending on your viewpoint you might see it as six freebie games with a Menacer. For the price, I see it as a hardware package let down at the software end. What is needed is a good game on its own. Not a naff compilation.

THE GAMES

Okay, you've admired (or scratched your head at) the hardware, now let's turn to the important part - the games. Here's an account of the action contained in each of the six Menacer games.

PEST CONTROL

This game's played on a single screen — and in the dark! Using the function buttons you get a picture of a kitchen table, with a neat cloth and a juicy pizza plumped in the middle. You play with the lights off, with only a small circle of light around your sights shown. Each level's an onslaught of horrible creepy crawlies intent on eating your pizza. They scuttle from all sides of the screen, nibbling as much as they can until blown to pieces by you. The attack comes in waves, each having even bigger and hungrier vermin until the whole pizza is gone — and the game's over.



▲ *Who's that trip trapping over my pizza? Listen varmints, this is your last chance, come out of that pizza with your hands up!*



▲ *Run Tom, it's the pigs — they're comin' in shootin'!*

READY, AIM TOMATOES

This is a scrolling shoot-em-up, but with some very familiar characters involved. Basically this is Toe Jam and Earl II, where the twosome have a load of rotten tomatoes to throw about. Old enemies like the Mad Doctor, the Cupids, the Mortar firing chickens and the horrific Bogey-Man are all here, and the backgrounds (now pseudo-3-D) are very close to the original. There's an added challenge in the limited ammo, and the accuracy meter that tracks your skill percentage. And the baddies fire back! Lose all your energy and it's curtains.

WHACK BALL



▲ *Dig those colours ma—n!*

Breathless from your other pursuits, you now try Whack Ball, which is best described as a Breakout clone using the Menacer. Against a psychedelic backdrop, a wall encircles the screen, inside which a small ball bounces. The Menacer appears as a larger, darker ball, and the small ball bounces off it. The object is to change the wall's colour from blue to magenta by striking each brick once with the ball. The time limit for each level's strict, and on later sheets, gaps appear that mean instant death. For help and hindrance, there are bonus squares that flash. If struck they complete the level immediately, or undo all your work!

FRONT LINE

The action moves to a desert battlefield for the only military theme game on the Menacer cart. Your gun is the only weapon against a massive armoured invasion force, who seem a bit disorganised (they're all going in different directions). As they travel across the screen, you use your sight to target and destroy them. Some tanks are closer than others, but yield less points. Occasionally some turn and fire, reducing some of your energy bar. The A button controls a limited supply of anti-tank/anti-aircraft missiles which destroy your enemies in a single blast. The game continues in waves until you're smithereens (mixed with sand).





SPACE STATION DEFENDER

It's off beyond the stars for the next thrill-packed Menacer experience. You're defending a moon base, with alien hordes materialising in their Acme space pods in front of your eyes. You must wait until the doors open to shoot the reptilian troopers. You have a very limited energy supply, depleted by each shot you make. This must be replaced by moving the crosshairs to the power bar at the base of the screen. As each level progresses more pods land at the same time. A space-ship occasionally passes overhead. Shoot it for a shield which protects you from one alien blast.

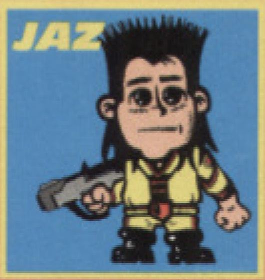
ROCKMAN'S ZONE

The Menacer goes conventional with its final game, which resembles old arcade faves like Chicago 1931 and Hogan's Alley, being a gangster shoot-out. Each level scrolls across a series of seedy apartment blocks, with lots of unlit, shaded windows. Suddenly a light appears and someone comes to the window. You have a split second to decide if it's an armed hoodlum, or an innocent moll. The letters S-H-O-O-T are there to offer subtle guidance. You have five lives, lost for being too slow, or shooting the wrong targets. Score breakdowns are given at the end of each level.



▲ *We come in peace, shoot to kill!*

COMMENT



Throughout the history of gaming, light guns have come and gone, and I don't see the Menacer making any more of an impact than its predecessors. The problem is three-fold: light guns are always too expensive, they have a high novelty value which wears off quickly and there's never enough decent games available for them. Okay, so the Menacer might look neat and its component pieces slot together into different shapes, but nevertheless it gets dull very quickly. The six-game cartridge is fun for a while but all the games are far too simple to sustain interest for long. And then what? Terminator II: The Arcade Game? Yes, it's a great game, but after that there's nothing else to buy. I'd recommend you wait and see what happens to the software base before rushing out and parting with £60 for this.

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

AND THERE'S MORE!

Details of further Menacer releases are sketchy but there is another available now. Acclaim's Terminator 2 was judged to be not bad at all — especially when played with the Menacer, which beats the joypad hands down.

PRESENTATION 85

▲You get a really big cardboard box, with all attachments and instructions. In-game there's a choice of sights.
▼Other in-game options relating to skill levels are non-existent.

GRAPHICS 55

▲Six different games means six different styles. High points include Tomatoes.
▼The low points descend quite far, with poor sprites and backdrops — Front Line, Pest Control

SOUND 58

▲The Toe Jam section uses the original soundtrack. Lots of other FX.
▼Overall the sound is mediocre, and certainly doesn't stand out as anything of quality.

PLAYABILTY 65

▲The new control gives a completely different feel, and there's a strong initial addiction.
▼The simplicity of each section negates any challenge the gun itself provides.

LASTABILITY 54

Six games to master sounds a lot of playing, but in truth most are quite derivative, and the plainness of the others means the Menacer palls quite quickly.

OVERALL 60

A nice piece of kit it may be, but until there are a variety of decent titles to use with it, the Menacer is just an expensive novelty.

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BY	SEGA
RELEASE	NOVEMBER

OPTIONS

CONTROL: LIGHT GUN
GAME DIFFICULTY: EASY
CONTINUES: 1
SKILL LEVELS: ONE
RESPONSIVENESS: SHUDDERY

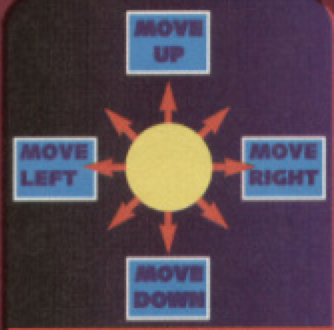
1ST DAY SCORE

547'000

ORIGIN

Space Gun was a dedicated, gun-mounted coin-op released around 1991. This purports to be a conversion of that game.

HOW TO CONTROL



1 FIRE LASER PISTOL

2 SELECT SPECIAL WEAPON

HOW TO PALY

Use the pistol sight, or on-screen sight to target the enemies as they emerge from all parts of the screen.



So you think you're a mean shot eh? Well, you are Lance Korp, the hotshot of the Space Academy, the guy who always looks good in tin-foil kegs with a goldfish bowl on your head. Down at the maltshop some of the girls are calling you the Space Gun. You're the guy with the Ultra Brite smile. Now it's time to prove yourself.

When man began colonising space, he came across some pretty unsavoury life-forms. In turn, they had discovered a new delicacy and went all out to stock up on human flesh. An uneasy co-existence has erupted into war, with some gloopy aliens swarming into an Earth owned Space station and munching on the staff.

It's not on. So they are looking for volunteer cadets to go and kick some alien ass. And you, fool boy, signed up. Your shuttle drops you off in on the station sector you have been assigned to. Just a pistol — that's all you have to defend yourself. But don't be too trigger-happy, there may be some survivors waiting to be rescued.





SPACE GUN LAYOUT

All the shooting action takes place in the top screen portion. Here is a guide to the panels contained in the lower half:



MAGAZINE: The Space Gun laser is self-loading, but excessive firing may deplete the magazine. Leave it to recover for a few seconds.

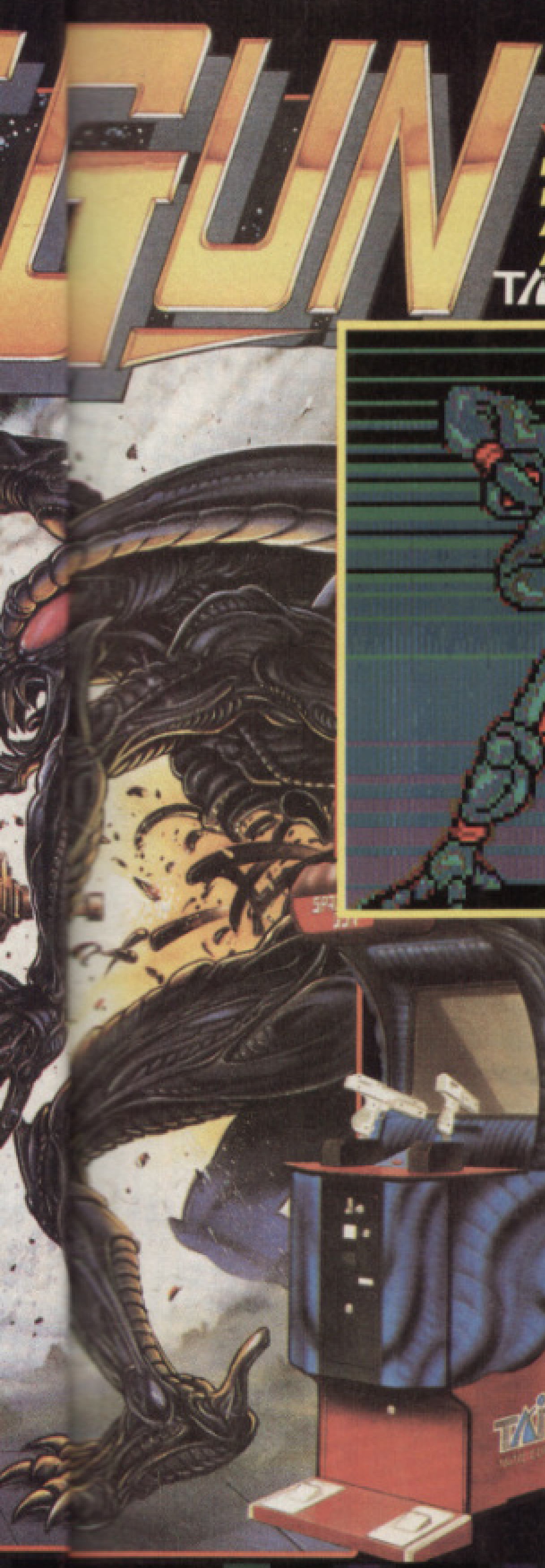
MEN: Each outline is lit by the rescuing of a single man.

SCORE: Points given for each kill.

SPECIALS: This details what amount of special weapons of each type you hold.

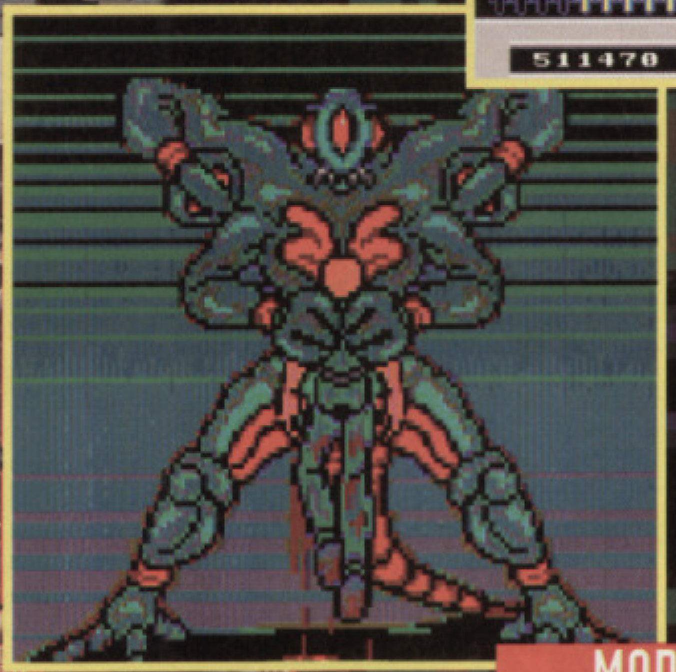
ENERGY: Your health is divided into nine units. Each takes several enemy attacks to be lost. A limited recovery occurs after each stage.





▼ *Arghhhh! No! No! Please! Aieeeee! Arghhhhhhhh!*





▲ *Oh no, it's the attack of the green slime balls of doom!*

CONTROL CHOICE

Space Gun is compatible with the Master System Light Phaser. If you haven't got one of those doobries, you can play the game with a normal Master System joypad. This shows an on-screen target to help aiming. The machine automatically detects which device is being used from the title screen.

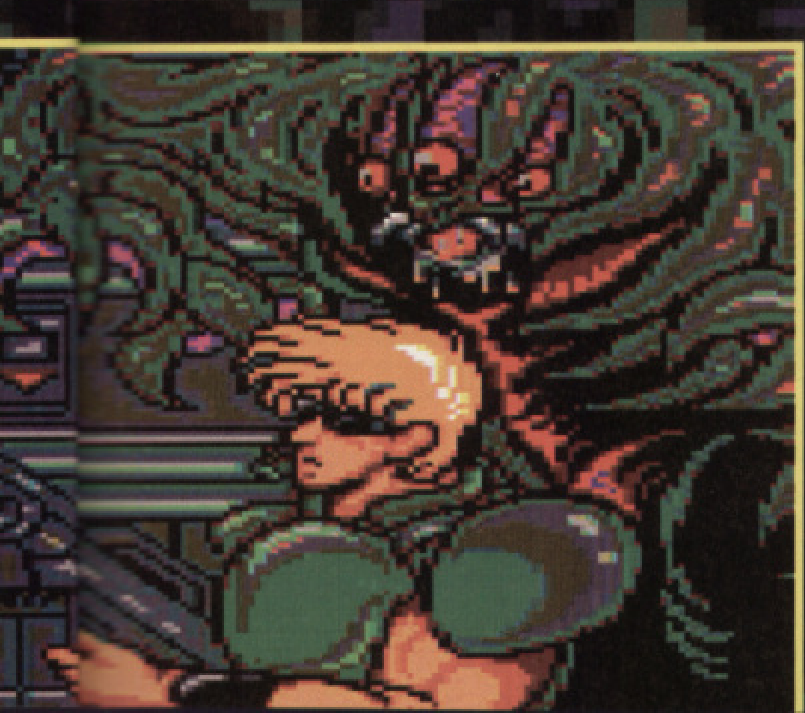
MAROONED MARINES



As well as destruction, salvage is your mission too. Around the base several base occupants are hiding from the alien invaders. When you pass by, they make a break for it, running into your view. Hold your fire! When they reach you they mark a light on your control panel. If you fail to rescue any, your game ends rather quickly. Any rescued men give you an energy bar bonus at the end of the level..

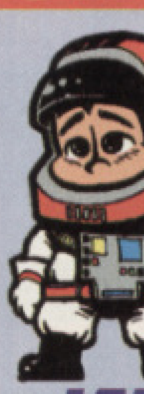
▼ *The rampaging triple-eyed snots of terror attack in their droves...*





◀ *Ooh, what a hard man with an extremely large weapon.*

COMMENT


JAZ

In screen-shot form, Space Gun doesn't look too dreadful. But wait until you see it move. Two-frame animation on the baddie sprites has them goose-stepping across the screen as if they were doing some grim mockery of a hockey-cockey. More comedy is in evidence on the men you're supposed to be rescuing - they're all 12 inch high midgets who float to the bottom of the screen like fools! The bland backgrounds scroll smoothly, but during the "3D" sections, 3D you must understand being used in the broadest term here, the screen updates are jerky and hopelessly unrealistic. Still, I can't complain too much because the graphics are the best part of the game. Yes indeed, the game itself is worse. It stinks, in fact. The sort of stink that has all the people in the room checking for cack on their shoes and then making excuses that they have to leave. Apart from having gameplay so slow even your Granny would complain of its lack of pace, the action is also totally unbalanced, so you go miles on your first game and then get stuck on a really tough boss right near the end of the game. Doh! Oh yeah, I forgot about the sound - the sheer trauma of listening to it caused me to block it out of my mind. It's rather like having a load of tone deaf morons incessantly banging an array of broken kitchen utensils in your ear. If any musician went to hell, this is what he would be made to listen to. As you may have gathered by now, Space Gun is crap. Crap with a capital 'c'. Crap that you'd have to be absolutely barking mad to buy...

REVIEW

THE SPACE STATION



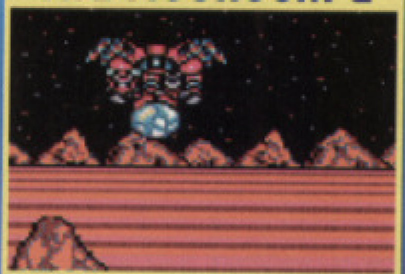
First you are required to deal with the station's own robotic defences which have remained intact. Giant lasers swing down from the ceiling, mistaking you for an invader. Next, a corridor pan reveals the first green alien morphs. These turn and spit acid when they notice you.

THE REVENGE



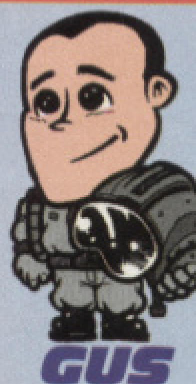
Deeper in the complex, the shattered remains of electronic equipment are tell-tale signs of invasion. The enemy attacks come from strange cyborg apes, who spout spiky balls with sharp teeth. If you don't shoot them they stick to your face and nibble profusely. Much 3D corridor tromping is required. Some aliens are disguised as humans. They morph into their true forms in front of your eyes. Arghh!

THE MOONSCAPE



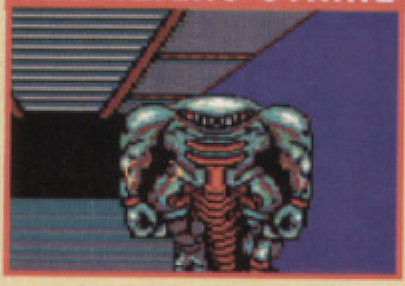
You land in search of planet-bound survivors, straight into an alien welcoming party. Skim across the landscape shooting at alien saucers, and trying to negate their rocket attacks. Other strange craft appear, like the flapping rays and their bubbles of doom. The level climaxes abruptly with a major saucer attack from a large space station. Helplessly you spin it its tractor-beam, drawn in to face the tentacled monster. Aaaieee!

COMMENT



Ugh, I'm gagging. Space Gun is a debacle of a debacle: possibly a late entrant for the worst game of the year award. I was never a big fan of the coin-op, which was merely an Operation Wolf clone with some Alien-esque graphics and poor gameplay. Of course, all the fancy large sprites and 3D scaling has been ripped out of the Master System version, but what's in its place is frankly shocking, even by Master System standards. The graphics are soooo bad, they seem to defy description. They wibble, they wobble, they quiver. But not smoothly. The sound is yet another atonal opus for the profoundly deaf. The game is ludicrously easy with the pad, but not much more fun with the phaser (if only it had real bullets you could use them on yourself). The whole package is a double no no with side salad. It's bad! Comprenez? I would, however, whole-heartedly recommend Space Gun for dentists to show in their waiting rooms, for its distraction value.

THE ALIENS STRIKE

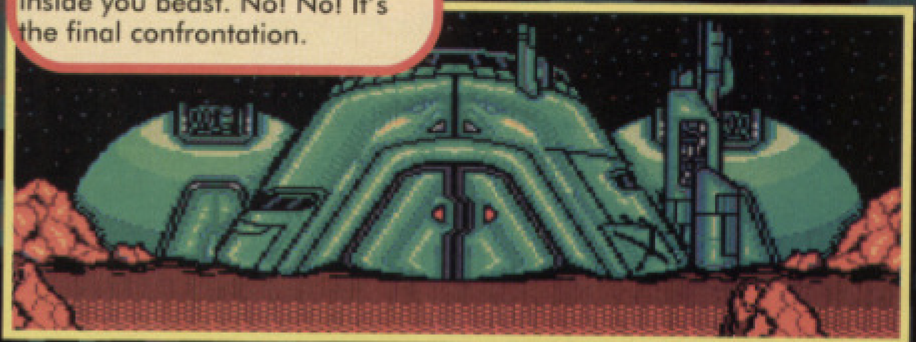


As the corridors twist and turn you run into a swarm of mutant caterpillars as they writhe and swirl at about oxter level. They share the same sector as the hunchback aliens, a race so deformed even the other mutants give them a wide berth. You realise you are heading down a corridor that appears to be lined with teeth. In fact, the walls around you are quivering with life. You must have come inside you beast. No! No! It's the final confrontation.

THE BASE



The base's corridors look the same as the station's, probably from the same team of blind interior designers. But straight away giant yellow aliens jump from the ceiling, wanting to detain you with their long pincers. If you get through, you face large lobster-red monsters in a 3D debacle, and even more simian antics in the battle-scarred precincts of the base.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 50

▲The game supports the highly useful Master System light gun.
▼There are no other options whatsoever. Doh!

GRAPHICS 26

▼The 3D effect is highly unconvincing and equally unimpressive. The effect of the larger sprites is ruined by lack of animation. Most backdrops are frankly

SOUND 18

▼Triple awful a la Mode. A drawn out tune plays out, with several piercing notes that threaten a player's sanity. The effects are very sad too.

PLAYABILTY 19

▼About as playable as using a wet lettuce as a football. With the joypad it's a walkover, but there isn't even any satisfaction playing with the gun.

LASTABILITY 7

▼Absolutely none. With the gun you may try it for a couple of hours, with the joypad a couple of goes. Doh!

OVERALL 16

An awful, awful conversion with nothing in it reminiscent of the arcade game whatsoever. If you see it on a shelf, tell your mates about how rubbish it is, laugh a bit and walk on quickly.

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FANTASTIC DEAL, Sega Master System, 6 games Donald Duck, Mickey Mouse, Californian games etc. All for just £99. Phone (0371) 872718.

GAMEBOY, six games inc. Bill & Ted magnifier, new £200+ sell £110 ono. Full boxed VGC. Phone Paul on (0273) 305857.

GAMEBOY for sale, three games including Batman, S. Mario, Land fully boxed sell for £100. Phone (0737) 552895 ask for Michael.

GAME GEAR, with Master Gear converter games, proper mains adaptor, excellent condition, under one year old just £100. Tel. (0865) 735777.

NINTENDO, for sale boxed, perfect condition, plus Silent Service, Goal, Super Mario/2, Mario Bros, 10-Yard Fight, Kidicards, £95. Phone (0734) 776691.

SPECTRUM 128k +2 Computer, over £70s worth of game, excellent condition selling £70! Tel. Barry after 5pm on (0207) 508888.

BOXED MEGA CD and Megadrive with 11 games, 2 controllers, hints book, amplifier, speakers. £500 ono. (0923) 267650 will separate.

GAMEBOY for sale, as new with Tetris Tennis, Hunt for Red, October Two, player lead £80. Call Mark (0959) 562700.

MEGADRIVE and Master System games from £10 to £25 each. Phone Michael on (0908) 318701 after 4pm.

OFFICIAL Megadrive control pad, 3 games, all boxed as new worth £225, sell for only £160. Tel. (0483) 489146.

OFFICIAL MEGADRIVE for sale, nine English games including Road Rash, Desert Strike, PGA Golf, Madden 92, Robocop, F22, Truxton, Sonic and Altered Beast, all leads, box and instructions, only £250 ono. Call Chris on (0734) 816475 at anytime.

MEGADRIVE games for sale, Mickey Mouse and Magical Hat, £20 each ono, good condition, will consider swapping. Call Fran 081-341 4047.

SEGA MASTER System with 11 games including Pyscho Fox, Mickey Mouse and Paperboy, Rapid Fire, two control pads. £150 VGC. All games boxed and with instructions. Phone (0303) 813934 and ask for Matthew.

SEGA MASTER System 2 for sale, joypad, joystick, 3 games Alex Kidd, Spiderman and Kenseiden, £50. C64 with light gun and 70 games. Tel. (0203) 686423.

PC ENGINE CORE Grafix with Bloody Wolf and one joypad. Tel.(0225) 428326. PAL £64.

FOR SALE Game Gear plus Wide Gear also 4 games including Sonic, Donald plus Master Gear and R-Type for Master System also AC adaptor, batteries, all games boxed with instructions. Game Gear in mint condition. £170 will split. Phone 081-858 3881.

JAP MEGADRIVE for sale, 2 joypads and 2 games, Sonic 1, Fantasia plays UK/US/JAP games, good condition. £125. Tel. 071-226 6275 after 6pm.

UN-USED Game Gear with mains adaptor plus 6 games, Sonic, Donald Duck, Mickey Mouse, Factory, Panic, Monacog and Columns. All £200. Phone Alistair after 6pm Tel. 081-747 4663.

NEW, boxed, Megadrive, 2 joy pads, SG Jetfighter joystick, 7 great games including Sonic, Quackshot, Desert, Strike, worth £375+, phone quick for bargain price £225! Ideal Christmas present. Tel. (0923) 855454.

COMMODORE AMIGA for sale, includes one megabyte of memory very good condition, still boxed with all original literature. £600+ worth of games, including many recent titles, all in brilliant condition. Everything worth £1200+, will sell for £300! Phone (0284) 767790.

GAMEBOY with twelve games and carry case £130. Phone Justin on (0753) 888270, after 4pm.

SEGA GAME GEAR four boxed games, Halley Wars, Physics World, Shinob and Columns complete with carrier case and AC adaptor, worth £225 sell for £130 ono ring Nick (0245) 225327.

SEGA MASTER SYSTEM boxed light phaser, control stick, 2 control pads and 5 games including WC Italia 90. £70. Tel. 081-844 1101.

JAMES POND II for sale, £25 or will swap for Krusty's Funhouse. Phone Adam on (027979) 2461 (on Megadrive)

AMSTRAD CPC464 Computer with colour monitor, loadsa games!! Extra good condition. Phone Simon on (0604) 752545, after 6.30pm, Peace.

NINTENDO NES with 7 games, 2 controllers zapper gun and advantage joystick includes Mario I, II and III. £180 ono. Tel. Tanya on (0734) 451180.

NES plus 8 games including Tiny Toons, WWF, Simpsons Mario 3 good condition Tihuke control pads £175. Tel. Tom Nichols on (0625) 523662.

UK MEGADRIVE includes E.A. Hockey 93, Road Rash, Super Monaco and 17 brilliant games for £120 only 4 months old. Contact David 021-353 4048 now! Unbeatable offer.

SEGA Master System Plus with two controls and light phaser, 16 games including Sonic, Castle of Illusion, After Burner, Canifornia. Games all boxed with insturctions worth £400+ will accept £200 ono. Phone (0462) 674686.

NEARLY NEW Game Gear with 8 games including Chuck Rock, Clutch Hitter, Sonic, Super Golf, carrying case for everything, adaptor, batteries £159.99 or swap for SNES with Street Fighter II. Tel. (0734) 697576 ask for Richard 5pm-10pm, but all day weekends.

STREET FIGHTER 2 Video. Screens of Super Nes version showing everything you need to know. Also inlcudes screens of Megadrive champion edition. Price only £10. Send your cheque or Postal Order to: 50 Latymer Way, Edmonton, N9 9UA. Allow 20 days for delivery.

MEGADRIVE GAMES for sale, Japanese Castle of Illusion £20, Strider £22, Alien Storm £25, English Streets of Rage £25, Game Boy, Game Golf £15 will swap. £100 the lot. Phone (0738) 29242.

TONS OF Megadrive games at cheap prices. All games fit into British Megadrives prices only £14-£25. Titles include Alien 3, Superman, Captain America, Chuck Rock, Tazmania over 70 games in all. Tel. (0382) 833334 and ask for Shaz.

ATARI LYNX with 7 games, carry case, adaptor, link-up cable and sun visor. Excellent condition. Everything boxed, with full instructions. Games all top titles: Ninja Gaiden, Warbirds, Chequered flag, Blue Lightning, California Games, Xybots, and Shanghai, £185. Tel. Matthew (0277) 223268.

AMSTRAD CPC6128, colour monitor, clock-radio, computer-desk, joystick, blank discs plus 45 boxed games including R-Type, Manchester-United-Europe. Worth £800, sell for £460, bargain! Phone Steve or Sarah (0272) 733232 can be used as work computer and colour TV.

MASTER SYSTEM for sale with 2 control pads, 1 joystick and 6 games, including Wonderboy III, R-Type, California Games and Morg worth £240 sell for £130. Call Daniel on (0225) 316396.

GAME GEAR with 7 great games and AC adaptor includes Kick-Off, Shinobi, G-Loc. Will sell for £160 ono. Phone 051-424 8031.

MEGADRIVE for sale, inc. 8 games, 2 joypads, Road Rash, EA Hockey, John Madden '92, etc, worth over £400, sell for £275. Call Mohammed on 021-472 8309, after 4pm.

NINTENDO for sale £50, Off Road, Turtles, Pro-Am, Blades of Steel, light gun, £15 each. Tel. (0993) 844783.

RADIO CONTROL CAR, Kyosho lazer zx-sport, fast charger, 2 battery packs, futaba radio handset, paints and spares, all instructions and manuals, boxed as new, only used several times, worth £250, sell for £175ovno, mint condition. Tel. (0703) 260939, evenings.

NINTENDO fro sale, wth 4 score, 4 controllers, and 4 games, including Blades of Steel, Tetris, SMB1 and World Cup Soccer, all boxed and ready, selling for just £85. Phone Gareth on (0932) 789152, after 4pm.

STOP!! 3 months old Ggamegear with Sonic and AC adaptor, fully boxed with instructions, mint condition, worth £140, sell for £70 or swap for Megadrive with controller. Phone (0734) 781987, between 3.30pm and 9pm or leave a message at anytime. Buy It!!

FOR SALE Master System and 16 games., no catch, all boxed and with instructions, except 3, altogether its worth £450, but I only want £150! If you are interested, please phone 081-776 2097.

NES with 2 controllers and Life Force £45, also Gamegear games: Shinobi, Mickey, £12.50, Sonic £15. Tel. (0564) 782435, answerphone.

UK PAL Megadrive, takes all carts, including Japanese, comes with 2 joypads (1 with Super Fire) and 2 great games, all boxed as new, under 3 months old, quick sale, all for £120. Phone Das on 081-882 0031, after 4pm.

ATARI STG Expanded to IMB, external drive, £200+ games/utilities including first word plus, sequencer ODE and sampler, optical mouse, two keyboards and midi leads. Valued at £3000 sell for £990 ono. Phone (0920) 870001 between 1.00pm and 2.00pm weekdays only.

PAL MEGADRIVE BOXED: Will run all games: power pack, TV lead, controller plus 4 games £130. Phone Jonathan (0249) 812622.

FOR SALE 8 Megadrive games and Jap converter. Games include Toe-jam, Strider and Batman. Ideal for Xmas present worth £280, sell for £150 or swop for SNES and Street Fighter 2. Tel. (0442) 213653 after 4pm.

AMIGA 500 plus cartoon classic pack for sale (1.5 Mb) still wrapped up and boxed, (never used) unwanted present, still under warranty, over £400 of software, mouse, joystick, shop price over £800, offers around £340-£400. Phone Sang for details 071-733 1323.

SEGA MASTER SYSTEM 6 games two built in. Computer switch two control pads. Worth £260 bargain for £135. Phone Newport Pagnell 216032.

MEGADRIVE includes 11 games, Streets of Rage, Revenge of Shinobi most games over 90%. Also arcade stick, Japanese converter 1 control pad and magazines, Mean Machines, Megatech and many more worth over £650 will sell for £350. Anytime before 3pm Tel. 081-520 0225.

MEGADRIVE, L Joypads including turbo joypad with autofire, 9 great games: Pitlighter, Wardner, Quackshot, Ghost 'N' Ghouls etc., JAP converter all boxed and in immaculate condition worth £510 yours for £350. Phone Liam after 6.00pm on (0458) 835161.

A500 with 100+ games, 2 joysticks, extra disk drive, loads utilities IMB ram 30+, Amiga mags, $500 ono. Tel. 021-357 8798.

NINTENDO+ USA conversion + 9 games including SMB 1 + 3, TMHT 1 + 2, Chip 'N Dale, Blades of Steel, worth nearly £400 sell for £200 ono. Gameboy games also for sale all boxed, everything sold separately. Ring Stephen on (0344) 53888.

SEGA MASTER SYS II 9 top games, 2 joypads, light phaser, £140 Phone 041-959 3531 weekends only (must live in Glasgow area).

COMMODORE CG4c Disk drive, cassette, joystick, 45 games, 25 disks, £170 can sell separately. Phone Jason after 3pm (0532) 604313.

GAMEBOY with 6 games including Nemesis, Kick-off and Double Dragon plus rechargeable battery pack and a game light. All this for only £140 and I might chuck in some Nintendo mags. Call Paul on (0695) 35665 after 4.30pm.

GAMEBOY with 7 games, Mario, Tetris, Otthello, Terminator, Gremlins 2 and Choplifter, Oh and Tennis as well, plus battery pack and Gamelight plus not to mention a carry case all in mint and I mean mint condition all for £170. Phone 051-264 0511.

MEGADRIVE with 1 control pad plus Sonic Aliens 3, John Madden 92. Worth £250 sell for £150 or swap for Super Nintendo + one game if interested Phone Neil on 081-467 2014 after 5pm weekdays.

SEGA MASTER SYSTEM II with 4 games including Asterix also Quickshot controller worth over £100 sell for £65. Phone Phil (0233) 641897.

GAME GEAR TV tuner for sale, boxed, good condition only 3 months onl, £45 ono. Contact Nikki, Tyne & Wear 4838825.

GAMEBOY 4 games, hard storage case, soft carry case, game light plus. £100 for more details. Tel. 030670 443.

I AM selling a Sega Master System with 9 games, the games are Mario, Sonic, Super Kick-off, Alex Kidd, Heavyweight Champ, World Cup 90, Shadow Dancer, Vigilante, Wimbledon Tennis. The price is £110. Tel. (0703) 456555 aks for Mark.

MEGADRIVE, brand new, unwanted present, cost £130, will take £110. Tel. 091-427 5140 ask for Tony.

ATARI, ST for sale in excellent condition with 40 games £170 ono. Phone Krishan on 021-554 6820 only between 8pm and 10pm.

NINTENDO for sale only £99 ono worth £180, 5 games and cleaning kit. Ring (0993) 778913 and ask for Paul.

MASTER SYSTEM TWO, good Carts, Alex Kidd built in, £110 or swap for MD and games. Call (0427) 611463.

SEGA GAME GEAR with 7 great games, including Sonic and Joe Montane, also with AC adaptor and car adaptor. All in deluxe carry case, worth nearly £300 new, sell for only £180. Phone Daniel on (0264) 860415 after 4pm anytime weekends.

SCART NEO GEO boxed 2 control joysticks, 1 memory card, 6 games including Robo Army, Mutation Nation, Blues Journey, Burning Fight, Super Baseball 2020, Ninja Commando, all as new £575. Phone 081-764 3931.

MEGADRIVE and Nintendo full boxed 3 MD games, 1 MD joypad, 2 NES joypads. Sell £280 or swap for Amiga. Tel. Luke (0256) 397857.

LOADS of top carts JM '93, NHLPA Hockey, Road Rash 2, Sonic 2 and loads more for Megadrive. Phone (0244) 300315 after 7pm.

MEGADRIVE for sale! 9 games including Robocop, Ice Hockey, 2 Joypads, Adaptor worth £500, sell £350 ono. Tel. (0582) 477738.

GAMEBOY for sale! In good condition: Nuby light, Nuby carry case, headphones, 2 player leads. Navy Seals, Bart Simpson, Castlevania, Robocop, Radar Mission. All games fully instructioned. Worth £220 if new! For sale at £125. Tel. (0494) 775126.

NES and MS games for sale NES games are Star Wars, Duck/Tales, Simpsons, Blades of Steel, Duck Hunt/Mario (and Zapper) all £15 each MS games are Asterix, Donald Duck, Speedball, Double Dragon. All £15 each. Tel. (0621) 818023.

MEGADRIVE GAMES Sword of Vermillion £20, Immortal £20, Shinobi £15, Sonic £10, Master System Y's £15, Gauntlet £12. Tel. (0372) 271474.

NINTENDO NEO with 6 great games World Cup, Gradius, RC Pro-Am, Mario I, Spy vs Spy, Jack Nicklaus Golf and 2 control pads, yours for only £80. Phone Grant Bamford (0707) 58637.

AMIGA 500 for sale with 1 Meg memory add on drive, over £300 of games, worth £700, sell for £400 ono, also may consider swapping for a Drum Kit (9 piece) and £150. Tel. (0242) 239680 and ask for David

2 CRUDE DUDES (UK) £22, Kid Chameleon (JAP, English text) £24, Moonwalker (UK) £19, Super Off Road, (UK) £22 or the lot for £80, swaps also considered, prices negotiable also wanted Tetris on Megadrive. Contacty RAF on 081-459 5110.

GAMEBOY for sale, headphones, Link-up system, still under guarantee, 4 games, all boxed, £100. Phone Richard (0646) 682581.

AMIGA 500, 1.5 Meg Upgrade, Mouse, Joystick and loads of games, cost £500, sell for £300. Tel. (0884) 38865.

LOOK!!! Master System for sale, includes 2 joypads, 2 joysticks, light phaser and 8 games: Wonderboy III, Shinobi, Sonic, Shadow Dancer, Golden Axe, Safari Hunt (light phaser) and Hang On. FREE Mean Machine mags. only £90!!! For more info call Scott Tel. 081-508 3162.

PC GT for sale with 2 games including PC Kid 2 and Metal Stoker for £150 ono. Phone Martin on 081-567 5169.

MART ☆

ATARI Lynx 2, with Batman Returns and Xybots games also mains adaptor worth £200 sell for £80. Ring (0803) 293477.
BARGAIN, Game Gear for sale with Sonic, Sonic 2, Chuck Rock, Super Monaco GP, Shinobi and P fosc for ne Master System, Gear Master Converter for Master System Games Gear to Gear cable still boxed AC adaptor sell £175. Phone (0256) 51068.
SNES games for sale: English Super Tennis £25, Japanese Famicom Top Racer £25, will swop either game for Zelda III, Probotector or UN Squadron (official versions) will also buy these games. Please ring Carl on (0775) 760638 after 5.30pm Ta!
BARGAIN Moonwalker, joypad, light phaser, mint condition no instructions for Master System £20 the lot. Phone (0375) 676091 after 5pm.
MEAN MACHINES 8-Z4 with best of Mean Machines reviews from issues 1-5. £50 ono (0782) 634100 between 7pm and 9pm.

SWAPS

SWAP my Megadrive with 6 games for an Amiga. Call Chris on (0272) 373973, please! plus cash.
I WILL SWAP Desert Strike (EA), F-22 (EA), for any 2 of the following games: After Burner II, Dungeons & Dragons Streets of Rage and Populous. Phone 071-790 9998, other games considered.
MEGADRIVE GAMES: Mickey Mouse, Shining in the Darkness, Robocod, Decap Attack, swap for Phantasy Stars, Toejam, Chuck Rock. Tel. 081-290 6540, evenings.
SWAP John Madden '92 for Desert Strike, excellet condition, Phone Andrew on (0923) 283604. Desert Strike in good condition, please.
TAMIYA FIRE DRAGON with metal bearings, swap for Gamegear/boy with games or £80. Tel. Nathan on (0604) 763589.
SWAP my Megadrive with 8 games, 2 joypads (one turbo) for your Amiga with 1meg upgrade and games. Phone Chris on (0225) 840082 (will add 1 extra game if you have Amiga version of Eliminator)!
I'LL SWAP my ZX Spectrum +2 with printer and over 100 games and 2-gun held joysticks & laser for 2 or 3 Gameboy games or sale for £40 or £50. Contact Lindsey on (0272) 624804.
GAMEGEAR GAMES to swap, Chase HQ and Columns for Sonic 1and another game. Tel. (0268) 696511, ask for Nicky.
STREET FIGHTER II, Marioland 4, the universal adaptor and Super Nintendo with 2 pads, for a Megadrive with the most amount and most decent games offered, the Megadrive must have 2 pads. Tel. (0268) 696511, ask for Nick.
AMIGA 500+ 1meg joystick, mouse, scart-output and games, swap for Gamegear with TV tuner, games and accessories, or sell for £250 ono. Phone Peter on 071-381 3018. Ta.
MEGADRIVE GAMES to swap, Terminator, Rings of Ppower, Starflight, Populous, Streets of Rage, games wanted are Alien 3, Sword Vermillion, Smash TV, Euro Club Soccer, Atomic Runner, Arcus Oddyssey. Call Steve or Caz on 081-575 7126.
MY MEGADRIVE, 8 games, 2 joypads, loads'a mags for Amiga! Got an offer, phone Justin on (0329) 841880, I love Mum!
I WILL SWAP my Master System plus 2 games for a Gamegear. Phone Ian on (0708) 769086.
MASSIVE COLLECTION of Megadrive/SNES games available for exchange. I may even sell some!! For a list send SAE: Michael Herron, 10 Glebe Gardens, Newtonabbey, Co. Antrim, N. Ireland BT36 6ED. For more details on the games phone Michael (0232) 844473, evenings.
TWO GAMES, Revenge of Shinobi, Bonanza Bros., would like two Crude Dudes, Calinia Games or EA Ice Hockey will pay £3 to £5 per swap. Also GX4000 for sale 1 game (B. Rubber) £20 all manuals boxed. Cheers! Phone 081-878 8944.
MEGADRIVE SWAPS English: Lakers vs Celtics, Pat Riley Basketball, Rambo, Jap Games: Batman, Super Shinobi, Magical Hat. Good games considered. Also Mean Machines 1-12 £30, 13-24 £30, 60 1-10 £15 or swap for games. Tel. Dan on (0270) 624654.
MEGADRIVE and Super NES Games swap from £5 also swap Super NES for Megadrive with Games. Phone Brian after 10pm (0463) 221173.
WILL SWAP Altered Beast for almost any game or sell for £15 ono. Contact: Derek on (0698) 886643.

WANTED

WANTED UK Megadrive with no games, part exchange for Master System 2 with 3 games, Mickey Mouse, Alex Kidd in Shinobi World ECT and cash up to £40, powerpack may need very slight attention to lead very willing to pay postage. Phone (0566) 82207.
WANTED UK Super Nes with 2 or 3 games, will pay good prices or will swap for Gamegear + Sonic and mains adaptor and Hornet radio controlled car. Contact Jamie on (0533) 375468. Go for it!
WANTED Megadrive with about 5 games, including D'Strike, I will pay about £123, please contact Phil on (0233) 641897.
DEAR JENNY TETT I love you very much and I would like you to go out with Gavin Saunders. Tel. (0635) 871029.
WANTED instructions for Megadrive, Dick Tracey, will pay reasonable price, Steven Ireland, Higher Brier Cliffe, Blacko, near Nelson, Lanchashire BB9 6PB.

PEN PALS

CALLING all girls looking for hunky guy!! All girls must like boys!! I'm 14, looking for nice sexy girl!! Tel. (0908) 542178. (Paul).
YO!! I'm 13, black hair, small build. Do you have boyfriends? If so, don't bother because I'm cool! Brill. Tel. (0908) 542178. (Roger).
LIKE TO TALK about your favourite game? Want to contact someone the same? Then Game-Link is the answer for you. There's a free swap service for members too! The Pen-Pal Club for gamers. Details from: S. White, 28 Churchfield, Ware, Herts SG12 0EP
HI, I'm a 15 year old girl who urgently requires a pen pal (boy or girl) will somebody please reply. Write to: Kelly Beston, 92 Sunny Blunts, Peterlee, Co. Durham SR8 1LL.
HI, I'm looking for male pen pals 16+ whoever you are and whatever your tastes. I love socialising and I'd especially love to hear from guys with a sense of humour. Write to: Alice, Oakleigh, Manor Road, Penn, Bucks HP10 8JB.

MISCELLANEOUS

MEGADRIVE The ultimate Gamegear Fanzine! Everything in full colour, including screenshots! amazing! reviews of Lemmings, Sonic 2, etc. previews of Alien 3, Mickey 2 etc. Send £1 (cheques/PO to: M. Rutherford). Megagear, 8 Higher Green, Ewell, Surrey, KT1 3BA. Also send an SAE.
MS OWNERS! for latest MS Fanzine Magazine, reviews, competitions, etc. Send 50p to: Master+, 94 Bishopston Road, Bishopston, Swansea, SA3 3EW.
EARN £30 per 100, addressing envelopes, working from home (typing not necessary), send SAE to: S. Marsala, 34 Ragstone Road, Slough, Berks SL1 2PX. Hurry, you could make £90 every week, get that new game you've waned for ages, write in.
STREET FIGHTER 92 Champion Edition, super gun for sale, own the arcade gane for £900 , needs scart TV or monitor to use, buyer must collect. Call Robert on (0227) 766327) evenings.
TWO BAD MICE! Loads of Sega and Console mags for sale, Mean Machines 1 up to the latest and greatest. Some bit knackered but still readable and that's what counts, ring me and give price. Phone Steve on (0733) 203128.

CLASSIFIED

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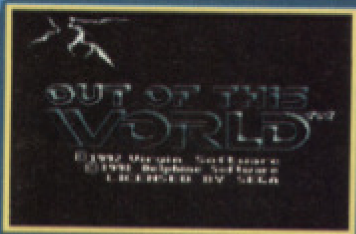
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ANOTHE



1 PLAYER

PRICE	£TBA
BY	VIRGIN
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OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: ONE
REPONSIVESS: GOOD
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE

N/A

ORIGIN

Another World was originally created for the IBM PC and then the Amiga before its conversion over to the Megadrive.

HOW TO CONTROL



A Run/shoot/kick/power-up gun.

B Run/shoot/kick/power-up gun.

C Jump.

S Starts and pauses the game.

HOW TO PLAY

It is your responsibility to guide Lester Knight Chaykin safely out of Another World, by solving puzzles and shooting meanies!

Some things have 'don't touch' written all over them. Fire for instance. It doesn't need a genius to realise that there are many more appealing places for one's digits to chance than the heart of a furious blaze. Similarly it is wise to steer clear of certain areas of science. Particle acceleration for example. Something that Lester Knight Chaykin perhaps knew already, but would have appreciated the reminder all the same. Considering his present position that is.

With all due respect to the man, his progress in this particular field was going extremely well. Until the storm. Seconds into a routine system check a wayward bolt of lightning struck the scientist's laboratory, reducing his priceless hardware to a mass of static-infested micro-technology. What had once been a door to the fields of a brighter realm for mankind became a dread portal to a hellish other world. The razor sharp claws of a place no man belongs reached out for Chaykin and tore him away from this reality to torment him in another.

Lester, now finding himself trapped in this hostile off-world environment must find his way home somehow. He acquires a useful tool in the form of a gun and is able to make good use of this in the search for escape. Lester also makes the acquaintance of a mysterious friend, a native of this strange world, but a fugitive also. These are the only resources available and Lester most definitely wants to make it back to the other side. Would you be so kind as to help him?







A MAN'S BEST FRIEND IS HIS ALIEN.

Obviously Mr Chaykin's unexpected arrival in Another World would be something of a culture shock. It might come as a relief, then, to find that there is help at hand in the form of a friendly, alien-type being. Without giving too much away, Lester's first encounter with his extra-terrestrial colleague is in a cage, hanging precariously above a pit in a cavernous prison. Together they make good their escape but only because of the stranger's familiarity with his surroundings. This means that you have to watch his back as well as Lester's when the action gets hot.

BIG CHICKEN YELLOW BELLY.

You have to remember that Lester is a scientist. Scientists are intelligent, unlike your average hero. When confronted with a huge, dark, snarling beastie with razor-sharp claws and matching teeth, the common or garden hero would stand and fight. A foolish choice considering the odds. Not Lester. He has the good sense to turn and run for his life. In fact Lester's lithe form must be a product of the amount of charging about he undertakes throughout the course of the game. Running away from guards, Fleeing from a frothing wall of freezing water and sprinting to pick up enough speed to successfully traverse dangerous crevices. Linford Christie, who's he?



▲Power-up your gun to blast that post.

R WORLD

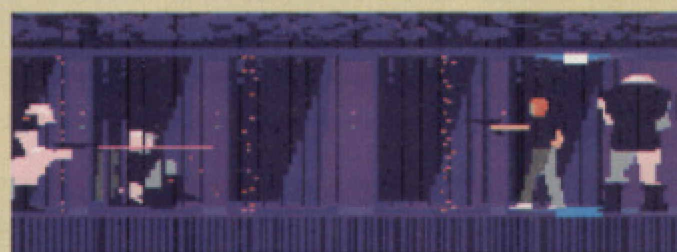
YOU'RE GOING TO DIE...

Lester Knight Chaykin has many a gruelling death awaiting his slight self, if the captain of his controls is unfortunate enough to allow it. Water obstacles are often fatal as are the many gaping chasms of stalagmite-related doom. Lester is also prone to the odd laser blast to the head – but then who isn't? Best of all are the gangs of tentacles that seem to have the franchise for occasional nasties throughout the whole game, they crop up all over the place causing no end of despair to a luckless Lester led astray. Good timing and knowing when it's a good idea to run are useful means to the ultimate end.



CHAYKIN ALL OVER

Traversing the various screens isn't just a case of getting from one side to the other. More often than not our indefatigable scientist hero has to initiate some kind of reaction before charging away in the opposite direction, in order to get to where he needs to go. Keep an eye out for anything that looks susceptible to the blast of a laser and make a note of locations in relation to others in order to solve at least one of the many brain teasers.



▲ *Shoot-out at the Another World Corral.*







▲ *Quickly! Turn and run you fool! Now!*



▲ *Phew! Just made it!*

COMMENT



PAUL

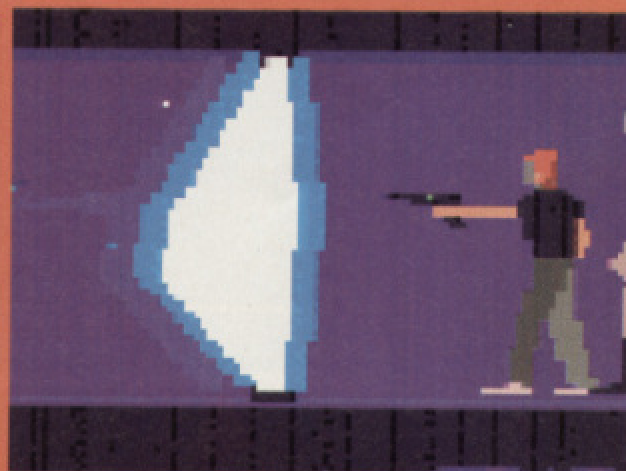
Another World impresses with its radical approach to the video game scene. The opening sequence brought production here to a standstill with its convincing cinematic style and dramatic musical accompaniment. Upon starting the game I found even more reasons to convince me that Another World was not going to be a disappointment. Although challenging the task ahead is seldom frustrating (Well, I ended up going "Aaagh" quite a lot, but more at myself than at the actual game). Though being returned to the beginning of a section at every mistake is a bit of a headache. Most of the situations Lester encounters are taxing to say the least, but always reward patience. It's difficult to compare the game to any others because it is so different to anything seen before. But, as the first of its kind, it's going to be difficult to surpass. No aspect of the game is overworked. Every section requires thought, and the answers to Lester's problems are invariably the least expected. Of course all of this would be wasted if it were represented by poor graphics and sound, but this couldn't be further from the truth. Another World has a very distinctive graphical style that works well with the nature of the game. The animation of the 'cast' is very convincing and it is supported well by the clear sampled sound effects and atmospheric music. Perhaps the only fault is that Lester's quest is strictly structured and once completed there is nothing more to see. However, just like a classic film, the game is worth playing through just to appreciate everything over again. Console owners have never had the opportunity to own the likes of this before. Now that they can, they most definitely should.

GUNNING FOR COVER

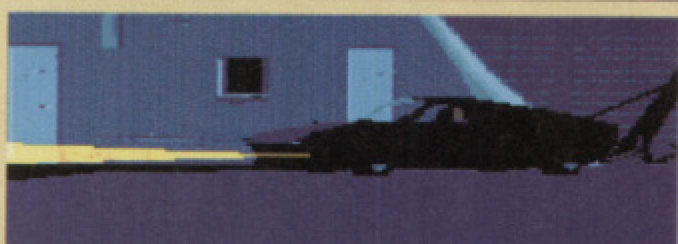
The gun that Lester discovers is a really neat piece of kit. Not only does it waste anyone and anything you care to aim it at, but it is also capable of creating a protective barrier. Keeping Lester's finger on the trigger charges the gun with a blast powerful enough to break down walls and shatter rock. Lester needs to make careful use of all these facilities if he is to succeed.







▲ *Power-up your gun to destroy walls!*



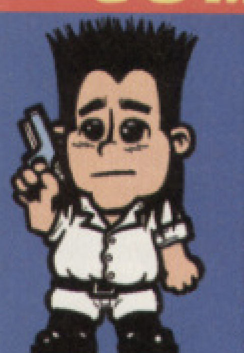


▲ *A small charge produces a shield.*



▲ *High-power photons in action!*

COMMENT



JAZ

The graphics and animation really have to be seen to be believed here. Fantastic cut scenes and superb attention to detail give this game a real film-like quality. It's enjoyable too, the atmosphere generated by the stunning visuals being enhanced by simple, but effective sound and thoroughly rewarding gameplay. I do have a gripe, though, and that is you occasionally get bogged down in sections of the game where you have to do the same thing over and over again, trying all possible solutions until you stumble upon the right answer. Once you've done that there's no real point in going back to it since there is never more than one way of doing things and it all becomes a matter of strict routine. Another World is definitely a stunning and highly original product, but it's one that I'd take a look at before buying because while every player will doubtlessly marvel at its fabulous looks, those who like gameplay with plenty of freedom might find the action a little too restricted.

LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■□
WEEK	■■□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	□□□□□
ACTION	□□□□□
CHALLENGE	■■■■□
REFLEXES	■■■■□

PRESENTATION 96

▲ The presentation screens are real jaw-droppers. Impressive, effectively animated and directed too.
▼ No options to tweak.

GRAPHICS 92

▲ Very stylish and atmospheric. The animation of Lester and his adversaries is believable enough, and the overall cinematic style astounds and amazes.

SOUND 90

▲ The soundtracks have been well composed and are impressively rendered, definitely lending a top-notch, cinematic feel to the game.

PLAYABILITY 92

▲ Lester is easy to control and his quest is very compelling.
▼ There is little freedom of choice as to which route Lester must take to achieve his goals.

LASTABILITY 83

▲ Another World is tough, thus takes quite a while to master.
▼ Once finished that's it, and there's little compulsion to go back and play it some more.

OVERALL 87

A breath of fresh air in an often all-too-predictable market that should appeal to everyone. Definitely check it out – it really is one of those games that MUST be seen.

REVIEW



1 PLAYERS

PRICE £TBA

BY DOMARK

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: TIME LIMIT
SKILL LEVELS: 1
REPONSIVESS: SKILL
GAME DIFFICULTY: MEDIUM

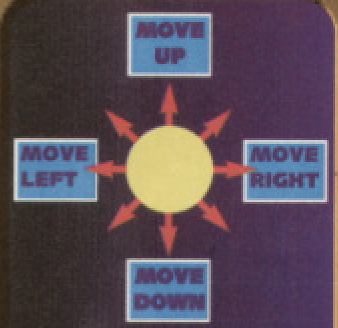
1ST DAY SCORE

THREE LEVELS

ORIGIN

Prince of Persia is a conversion of the popular platform game first released on the Amiga, ST and PC.

HOW TO CONTROL



1 STEP/HANG/THRUST

2 JUMP/PARRY

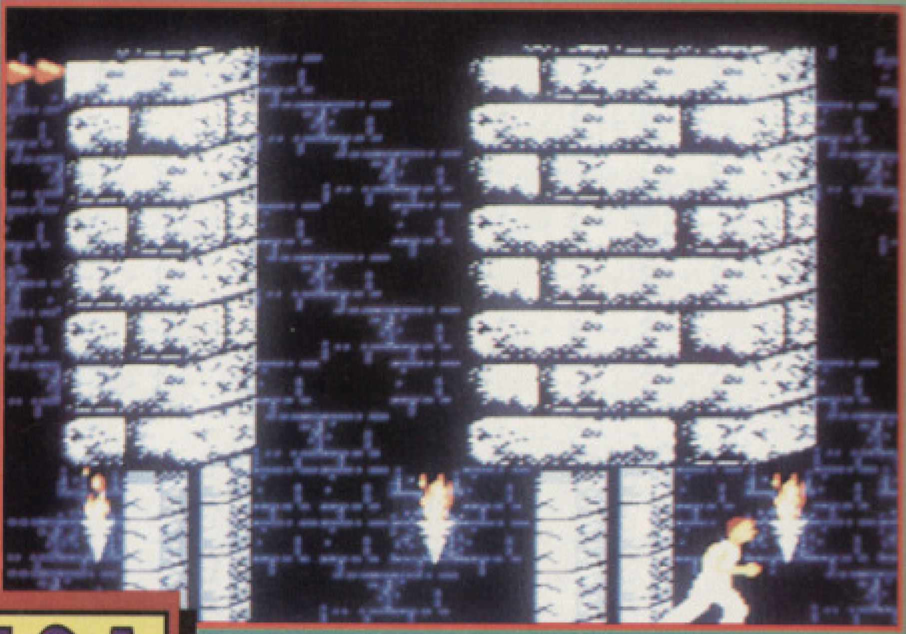
HOW TO PLAY

Solve puzzles and cut up evil Persians as you patrol the platform landscapes in search of the elusive exit.

PRINCE O

The poor old Sultan of Persia must feel like a complete prat at the moment. His great plan was to boost public support for his policies by declaring war on the infidels, leaving Grand Vizier Jaffar behind to look after home policy. But what a mistake that turned out to be! Jaffar has seized control of the country and is forcing the Sultan's daughter to marry him to give him a claim to the throne! Aiiee!

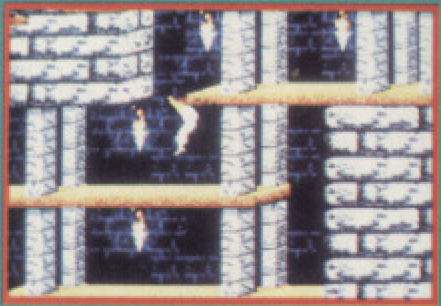
However, the traitorous Jaffar fails to take into account the fury of the captive maiden's boyfriend, who sets out to infiltrate the perverted politician's palace and rescue the princess. It's down to you to slip into the unfashionable Persian footwear of this lad and use your platform and swordfighting skills to work your way through the castle! Only by defeating Jaffar in a one-on-one battle to the death do you stand a chance of saving your true love from a fate worse than death!



MEGA GAME

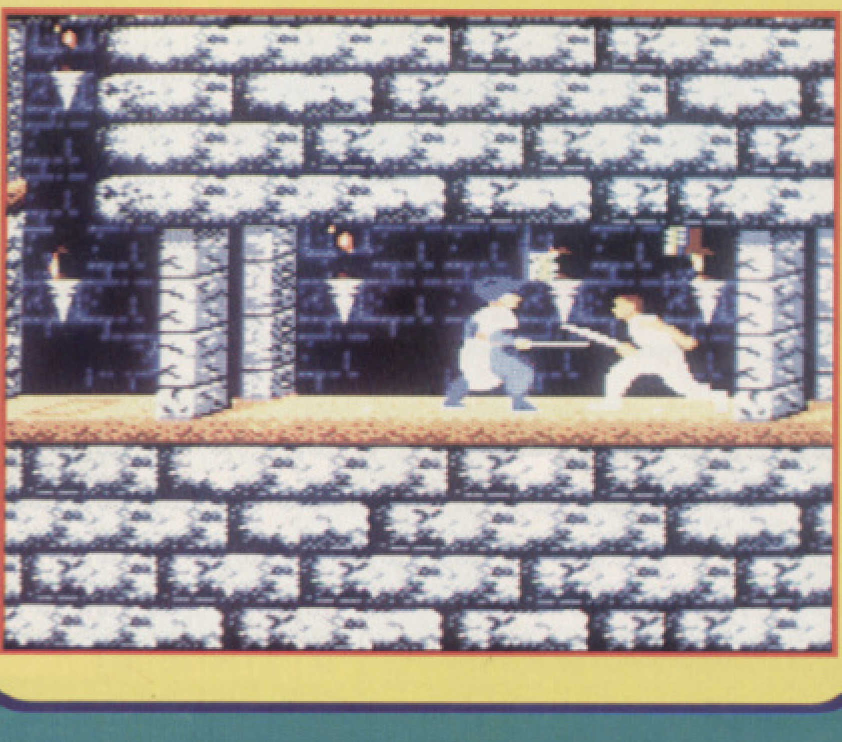


Can you hear the sound of a thousand leaping Princes?



SCRAP! SCRAP! SCRAP!

Your sword-slinging skills come down to mastering two simple moves — the thrust and the parry. The thrust is used to take energy off your opponent (symbolised by a series of potions on the bottom of the screen). You can deflect blows by parrying, but if you muck up your timing it's curtains!



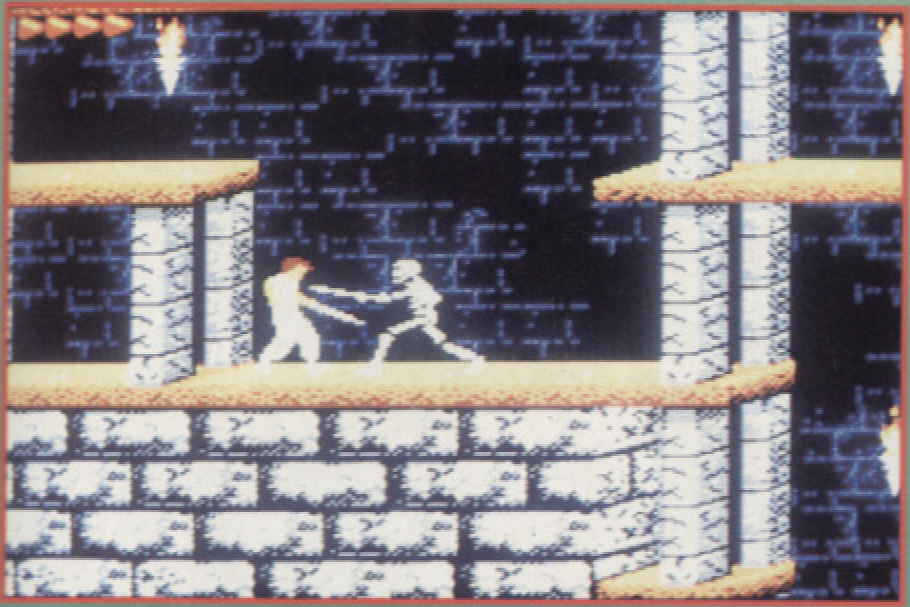
COMMENT



JAZ

Superb graphics and animation, plenty of depth and highly addictive gameplay make Prince of Persia the game that's cost me a fortune in batteries. It's simply brilliant, with enough challenge to test the mettle of even the most experienced Game Gear owners.

OF PERSIA



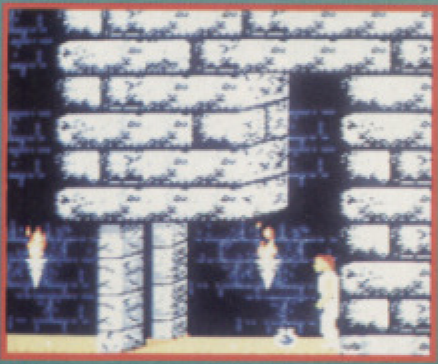


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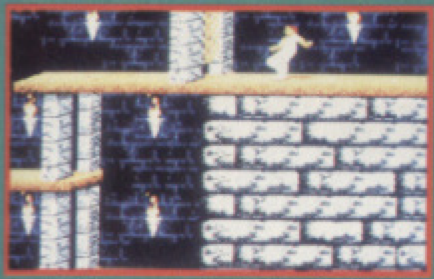
PLETHORA OF PRINCES

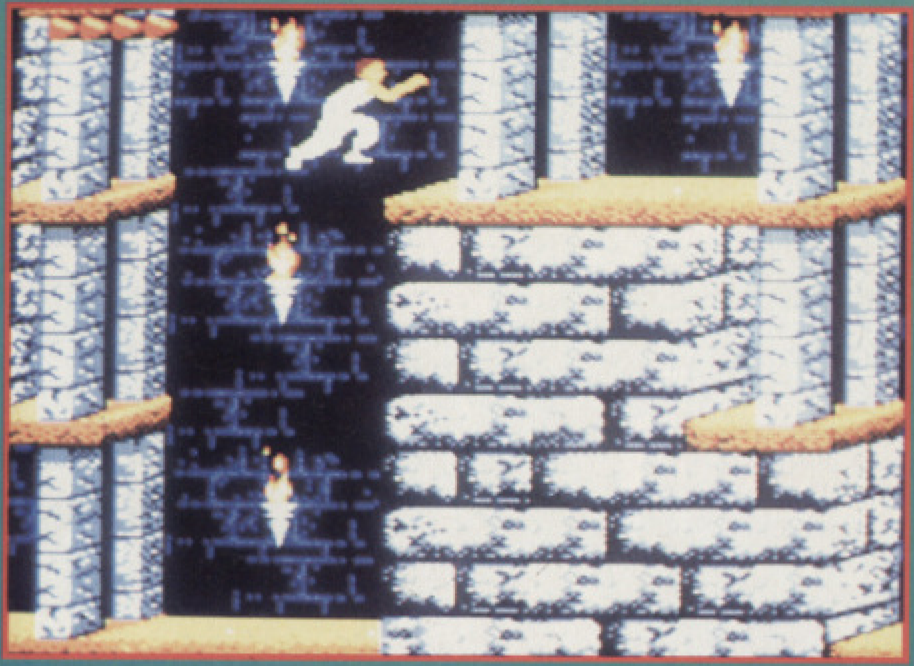
Prince of Persia is one of the most converted games ever with versions appearing on the Mega-CD, Super NES, NES, Megadrive, Master System, ST, PC, Amiga, Amstrad CPC, Game Boy, and Sharp X68000 as well as this Game Gear version. Fans might like to know that Jordan Mechner (the game's creator) is currently programming Prince of Persia II — although this will appear on the PC way before any console versions.





Leap. Leap like the wind valiant young Prince...



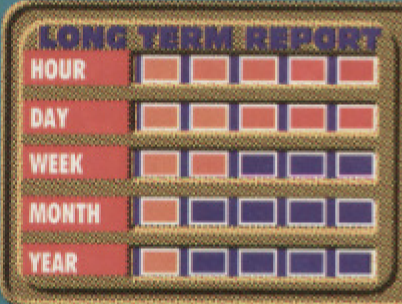


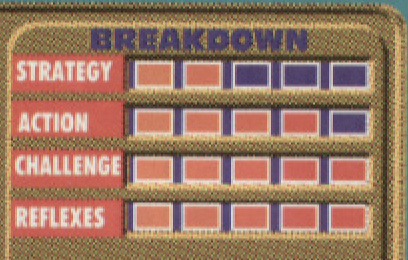
COMMENT



RICH

Prince of Persia is a completely brilliant Master System title and this Game Gear conversion is virtually the same! All of the brilliant graphics and animation have made it into the portable game, along with the decent, highly addictive gameplay that has made each version of the game a classic. For hours of superb, involving play, Prince of Persia is a must.





PRESENTATION — 69

▲ The game is very polished and the control method is decent.
▼ Unfortunately, there's not much in the way of options.

GRAPHICS — 91

▲ Some of the most astounding animation yet seen on the Game Gear as your character runs, jumps, latches onto platforms and a lot more besides!
▼ Unfortunately, the backdrops are

SOUND — 69

▲ Very basic sound effects and mini-tunettes accompany the proceedings. However, the sound isn't really that important to the game.

PLAYABILITY — 93

▲ The game is incredibly good to play and runs at a very fast speed, making for fun, exciting play. There are loads of levels to conquer and cunning enemies to tackle. Brilliant!

LASTABILITY — 91

▲ The game is quite tough to get into and the vast amount of levels makes for months of highly rewarding gameplay.

OVERALL — 91

A completely brilliant conversion of the classic game, which you MUST have in your Game Gear collection! Need we say more?

REVIEW



1 PLAYER

PRICE £TBA

BY DOMARK

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
REPONSIVESS: SKILL
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

456785789

ORIGIN

This game is a coin-op conversion of the follow-up to one of the most successful video games in history — Space Invaders!.

HOW TO CONTROL



1 SHOOT

2 FIRE EXTRA WEOPON

HOW TO PLAY

Shoot up waves of marauding Invaders, collect extra weapons and save cattle from mutilation!

SUP SPAC INVAD

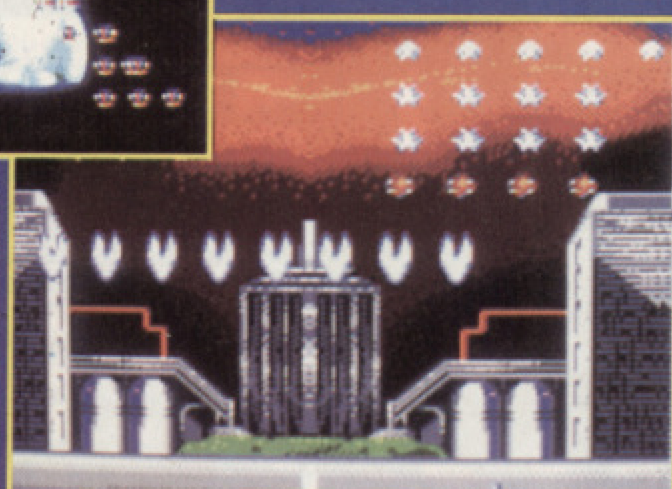
The Invaders are coming! The Invaders are coming! Arghhhh! Using all of the advanced technology open to them, those evil, twisted aliens have returned to Earth and are planning to take it over for their own depraved hordes!

It's YOUR job to do the best you can to repel the xenomorph legions, so pausing only to jump into your mobile death wagon, you vow to destroy every single alien ship that dares darken the Earth's skies. Making things easier is the vast range of extra weaponry open to you.

But be warned! The Invaders have learned a lot about their last defeat over 15 years ago and have adapted their technology, but more importantly, their tactics — making them the most dangerous beings in the galaxy!



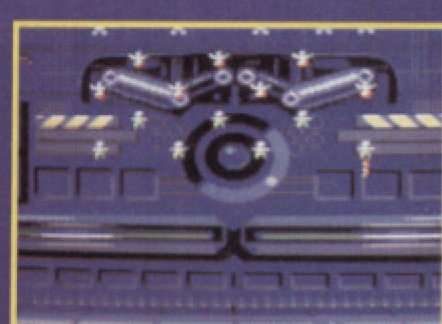




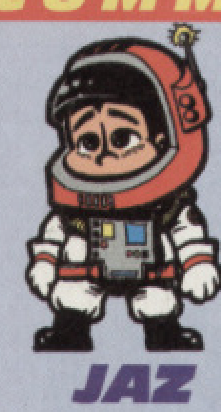
◄ Dfghh uyuy iuyhi ikjhh iojo gu iuiom oujo oujopm jokljo o

▲ Blast up those waves of invading aliens with your enormous cannon!





COMMENT



JAZ

Really good blasts are in short supply on the Game Gear, so the fact that Super Space Invaders is a) a jolly decent blast, b) is tough enough to keep shoot 'em up fans happy for weeks and c) has great graphics and sounds is more than enough for me to recommend that you rush out and buy it.





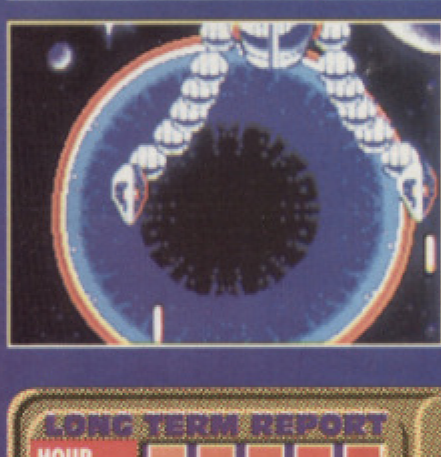


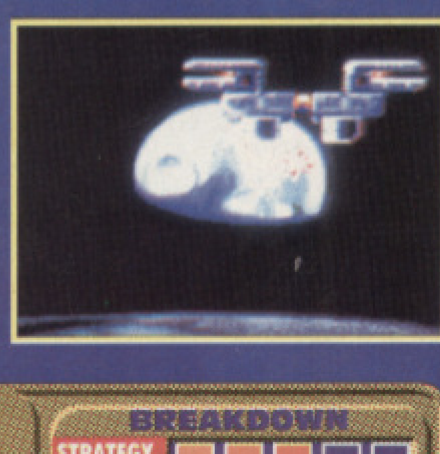
CATTLE MUTILATION TOMFOOLERY

Well-read UFOlogists may have heard about the bizarre cattle mutilations apparently carried out by extra-terrestrial beings. This manifests itself in the game, where you have to destroy flying saucers bent on abducting a herd of cows! Blow them away before your bovine chums are kidnapped for a nice bonus.

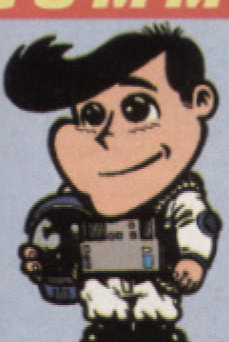


▶ *More aliens buy their farms as your cannon shoots off dadly beams of photons.*



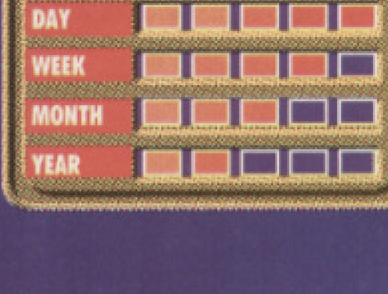


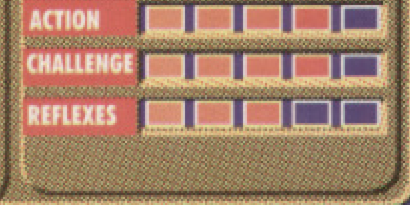
COMMENT



RICH

I know that the concept is literally decades old, but I still found Super Space Invaders enormous fun. It's virtually the same as the fabulous Master System version, packing in hours of simple, yet highly addictive fun. Although there's not much variety in the gameplay, you'll keep coming back to Super Space Invaders simply because it's an excellent, fun blast — a worthy purchase.





PRESENTATION

70

▼ There isn't much in the way of options at all, but the game itself is very professional and polished until it shines!

GRAPHICS

91

▲ A credit to the Game Gear, Super Space Invaders manages to cram in just about every graphical touch of the arcade original! Both backdrops and sprites are brilliantly reproduced!

SOUND

85

▲ Although the sound isn't brilliant, your ears are assailed by a barrage of effective blasting effects and explosion noises. Definitely one to annoy the people around you with!

PLAYABILITY

90

▲ The Game Gear is lacking a decent range of shoot 'em ups, but Super Space Invaders more than fits the bill with addictive blasting action that hooks you to the Gear immediately!

LASTABILITY

85

▲ Although the action is fairly limited, it's incredibly addictive and getting through all of the different levels is a very taxing task. There are months of play in this one.

OVERALL

87

Although the concept might be decades old, Super Space Invaders is still a highly satisfying blast, packing in brilliant arcade action and a serious challenge. One to add to the Gear collection.

LOOKBACK

Back in time we go. W-a-a-a-y back to a time when MEAN MACHINES Issue 4 was the hottest new thing on the news shelves and the Sega Megadrive had only just been released. Jaz and Rich do the time warp again and take a look at what we reviewed back then and see how those games look in this modern day and age.



HARD DRIVIN'

MACHINE: MEGADRIVE
BY: TENGEN

Drive around two tracks in glorious 3D-o-vision. Hard Drivin' is supposed to be an accurate simluation of driving a high performance sports car.

WHAT WE SAID THEN

JAZ: Once you've mastered the tracks and beaten the Phantom Photon (which doesn't take a vast amount of practice) it all gets rather dull and pointless.
MATT: Megadrive games are expensive, so if you want to play Hard Drivin', go to the arcades and spend a few ten pees - you'll get better value for money.

PRESENTATION 83%
n impressive options screen and good n-game presentation.

GRAPHICS 84%
st and effective 3D, although some of the olours are rather drab.

SOUND 47%
Weak engine and skidding noises and an qually feeble title screen tune which should have been a lot better.

PLAYABILITY 81%
Great controls and straightforward gameplay make this very easy to get into - almost too easy.

LASTABILITY 38%
Although it's fun at first, once you've beaten the Photon and mastered the tracks the lack of variety results in boredom.

OVERALL 51%
The lack of decent sound, variety and long-term challenge ruin an otherwise





WHAT WE SAY NOW

JAZ: I played this only the other day to show some mates (hello Sam, David, Adam and Ronnie) who'd made the mistake of renting this stinking cart that with virtually no practice you could make a game last all day. It's not challenging at all and becomes completely dull within an hour. Take 15% off each mark and get thee gone.
RICH: Urrghh! I haven't played this game since it first came into the office. Now I have again I wish I hadn't. Hard Drivin' remains one of the most repetitive games in existance. Deduct 20% from each rating and get this game out of my sight.



BATTLE SQUADRON

MACHINE: MEGADRIVE
BY: EA

A conversion of the Amiga original, Battle Squadron astounded us all with it's unoriginilality. Just scroll up the screen, blasting the hell out of everything!

WHAT WE SAID THEN

JAZ: Sporting some stunning graphics, this is one of the most attractive Megadrive blasters around — the backdrops and sprites are excellent. It's not just a pretty face either — it's tough too, especially when you play it on the single-player option.
MATT: Battle Squadron is a very addictive game with excellent graphics, I just wish that the potential of the game had been fully realised.

WHAT WE SAY NOW

JAZ: I like a tough blaster, and this is still a challenge - especially on your own. There are surprisingly few decent two-player shoot 'em ups on the Megadrive, and I still think this cuts the mustard. It'd only get a few percent less if I reviewed it today.
RICH: To its credit, this is as tough as ever, and the graphics haven't dated much at all. However, some of the original downers still stick out a mile. For example, by today's standards, the extra weaponry is very dull and the lack of an autofire option is still a real pain in the backside. Take 10% off playability, lastability and the overall mark.

PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

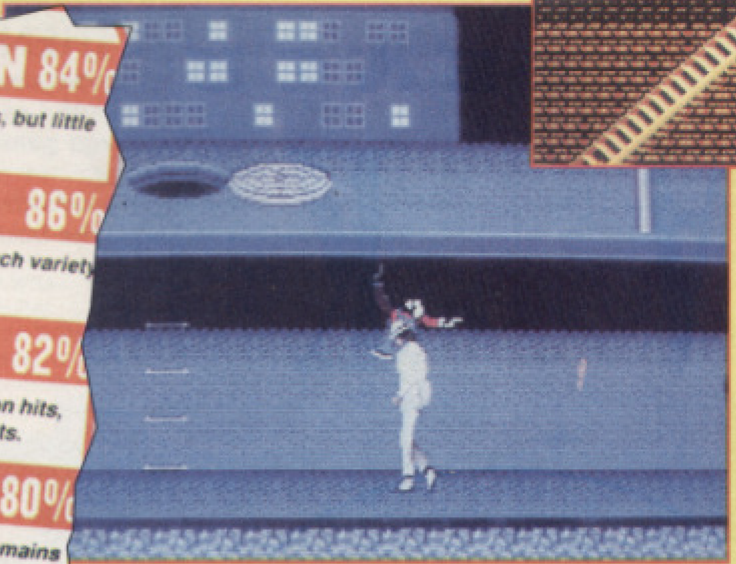
LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MOONWALKER

MACHINE: MEGADRIVE
BY: SEGA





Join Jacko as he time-warps back a couple of years to the age when he wore gangster suits and took to "moonwalking" a lot. This game attempted to capture his antics on silicon as he saved the kids from the ruthless Mr Big. Aiieee!

WHAT WE SAID THEN

JAZ: Moonwalker isn't a particularly tough game and good players might find themselves completing it all too quickly. And even though there's plenty of fun to be had doing it, that might not be enough for some.
MATT: When Moonwalker first came into the office, it proved to be extremely popular — for sheer comedy value alone.

PRESENTATION 84%
Nice intro screens between levels, but little else.

GRAPHICS 86%
Life-like Jackson sprite, but not much variety in the enemy sprites.

SOUND 82%
Close Sega reproductions of Jackson hits, but accompanied by smashing effects.

PLAYABILITY 80%
Repetitive gameplay that somehow remains quite addictive.

LASTABILITY 75%
Moonwalker's appeal wears off after a couple of weeks.

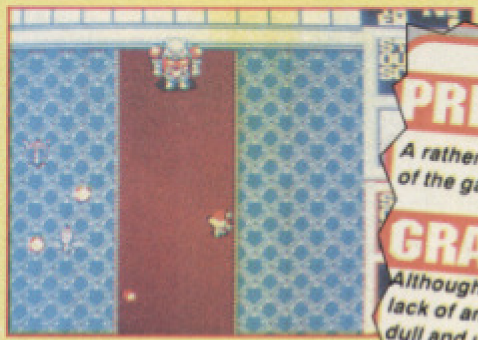
OVERALL 80%
An accomplished Jackson licence begging for a more varied game design.

WHAT WE SAY NOW

JAZ: The high comedy "dance 'em to death" routine still brings a smile to my face, but it's just too easy. Take 20% off each mark and I'll be happy.
RICH: Once you get bored with the brilliant presentation touches, this game becomes intensely dull and tedious. The action isn't varied enough and completing it is about as difficult as standing up. Just like the man and his music, this game is very one dimensional, lacking any depth or inspiration. Take away 15% from the sound, 20% from the graphics and 30% from the playability, lastability and the overall percentage.

GAIN GROUND

MACHINE: MASTER SYSTEM
BY: SEGA



Kind of like Gauntlet without the scrolling, Gain Ground stunned us all with its yawn-inducing gameplay and pathetic graphics and sound.

PRESENTATION 73%
A rather dull intro sets the flavour of the rest of the game.

GRAPHICS 69%
Although the sprites are quite detailed, the lack of animation and variety renders them dull and uninspiring.

SOUND 67%
Simple and bland spot effects maintain the lack of thrills in this game.

PLAYABILITY 72%
The play is interesting at first, but after as few sessions it all becomes rather monotonous.

LASTABILITY 56%
Fifty screens might seem a lot, but when they're all basically very similar, lasting appeal is limited.

OVERALL 62%
A good game in principal marred by the complete lack of challenge and excitement.

WHAT WE SAID THEN

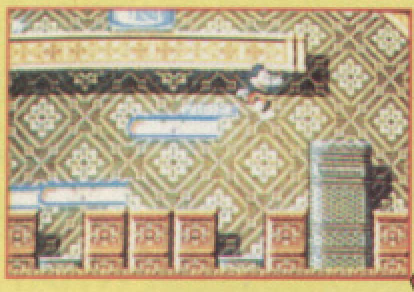
JAZ: If you're after a fun shoot 'em up involving people against baddies try out Gauntlet, it's miles better than this.
MATT: A good idea has been lost in dreary, aimless play that constantly fails to grab the imagination; I thought that the game would improve as it got more difficult — but no luck there!

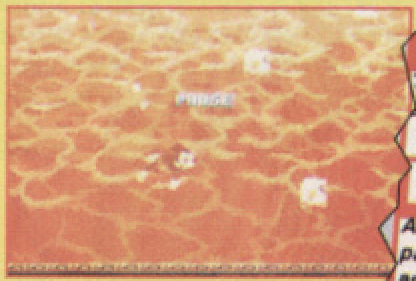
WHAT WE SAY NOW

JAZ: Battle Squadron cuts the mustard, but this cuts the cheese. What a sinker. I thought this was crap then and like it less nowadays. Take 25% off each rating, then flush the cart down the lavvie.
RICH: Arghhh! Take it away! I love great games. I even like bad games because they've strangely compelling in a cack sort of way. Gain Ground is sort of in a limbo, it's so dull and boring. Take away 20% from each rating.

MICKEY MOUSE: CASTLE OF ILLUSION

MACHINE: MASTER SYSTEM
BY: SEGA







PRESENTATION 92%
The intro sequence describing Minnie's abduction is superb - as is the rest of the presentation.

GRAPHICS 97%
Large, clear sprites, hilarious images and stunning multi-level parallax scrolling - incredible!

SOUND 89%
The superb music fits the game perfectly, and the spot effects are great.

PLAYABILITY 96%
As with the Mario games, playability is paramount; the collision detection is perfect, and the game never annoys!

LASTABILITY 88%
The difficulty level helps to prolong the enjoyment, but is never too tough. And there are plenty of secrets to uncover.

OVERALL 95%
Easily the best platform game on the Megadrive - Mickey Mouse represents fun, fun, fun to the Nth degree.

Join Mickey Mouse as he legs it around platform environments, collecting special crystal and doing battle against the minions of Mizrabel!

WHAT WE SAID THEN

JAZ: Not only are the sprites excellent, the backgrounds are also superb, with bright and colourful cartoon-style landscapes. Mickey Mouse is the best Sega game seen in a long time - make it a priority purchase.
MATT: For graphical variety, addictive nature and brilliance of gameplay, Mickey Mouse is the best Sega release for a long while. Buy it now!

WHAT WE SAY NOW

JAZ: This was the first brilliant platform game to appear on Megadrive, and while it's still a great game, it now has rivals like Sonic, Donald Duck and Taz. Graphics down to 88%, sound down to 83%, playability 88%, lastability 82% and 86% overall.
RICH: This is still a brilliant platform game, but carts like Sonic, Sonic II, Asterix and Donald Duck have stretched the Master System even further. I take all the ratings down to the mid to high eighties. It's still fab, but has aged ever-so-slightly.





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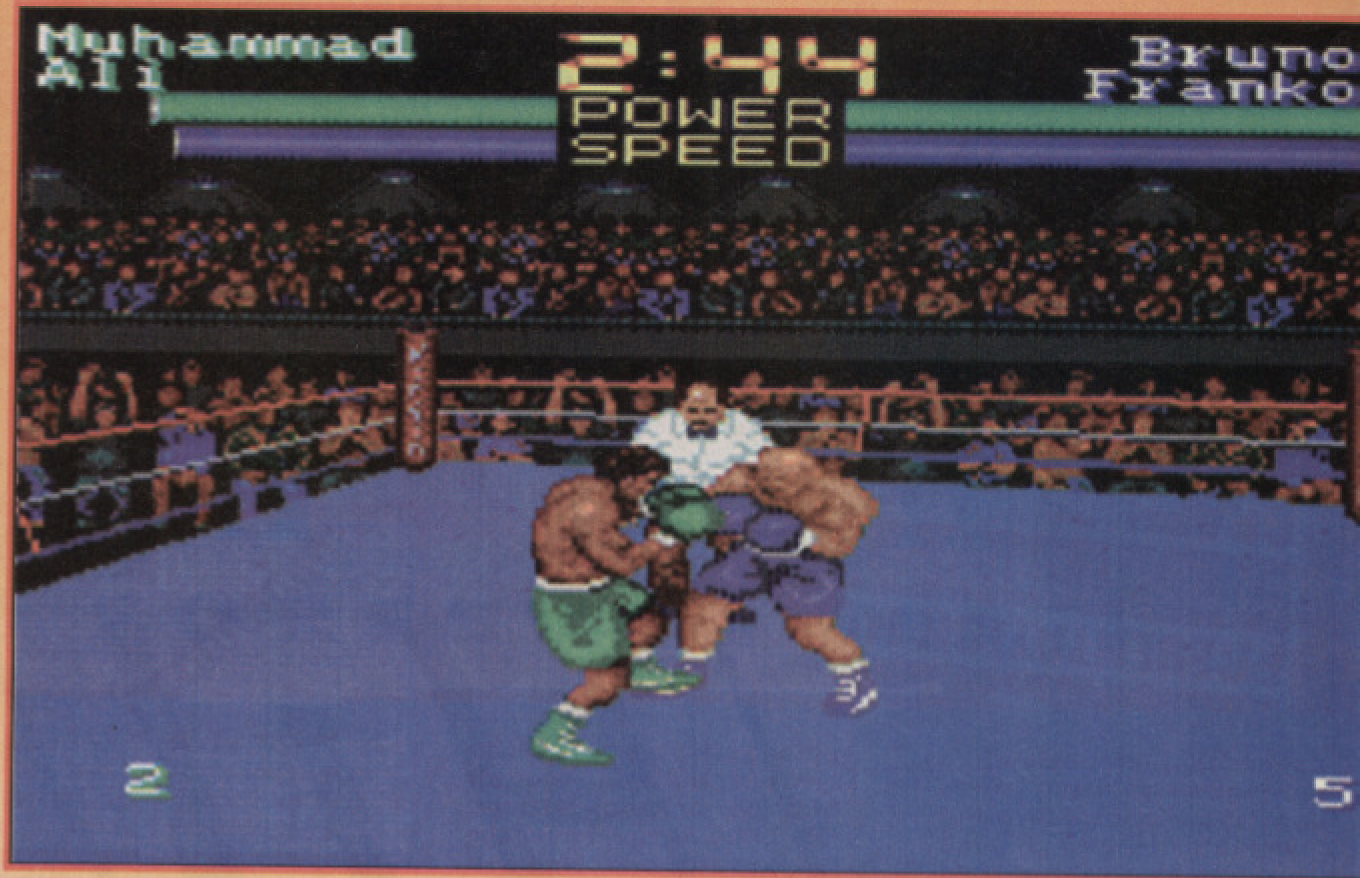
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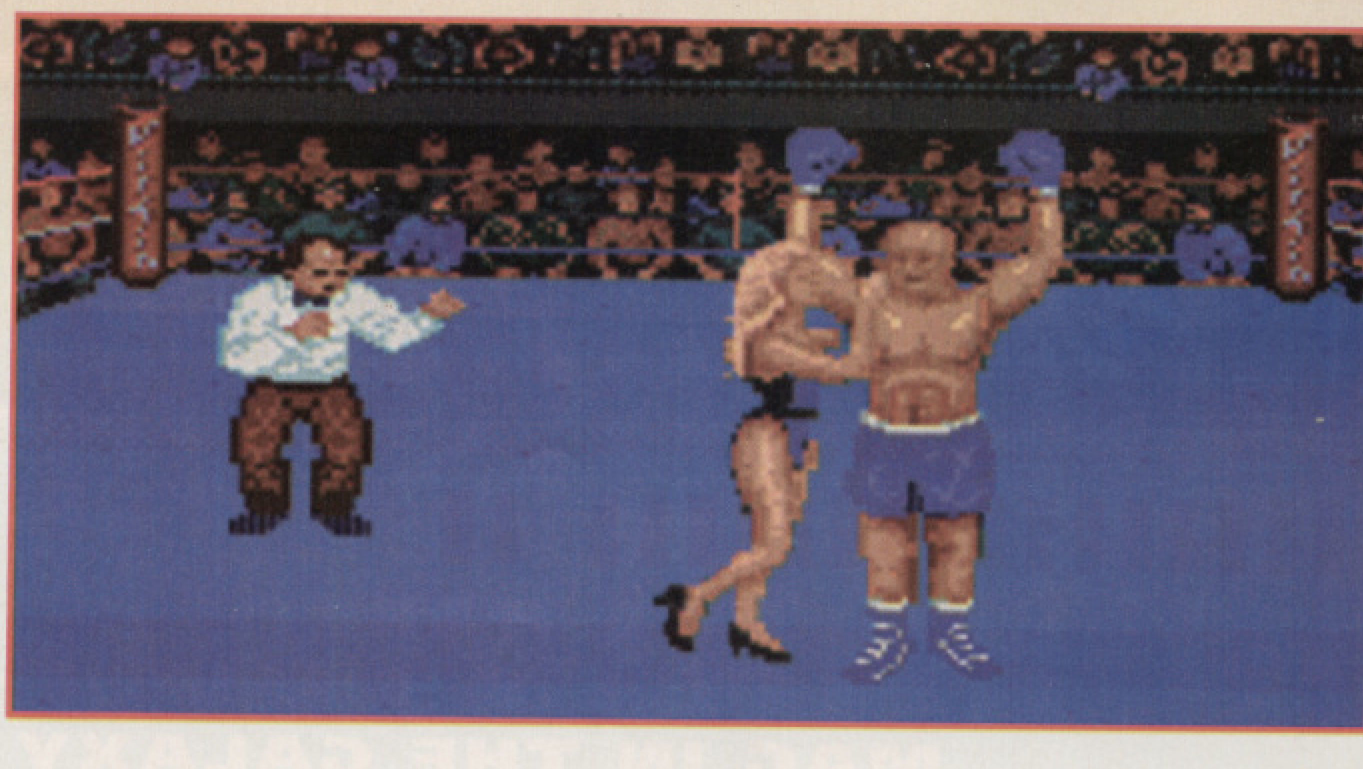


▲ ***Okay, what joker super-glued the flaming gloves together?***



MUHAMMED ALI

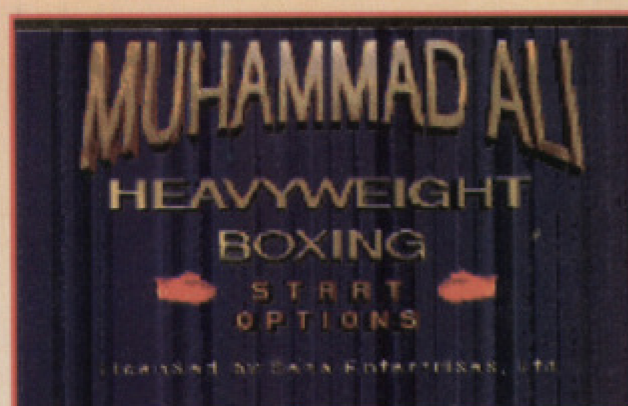
BOX





▲ ***Ooh! The roar of the crowd, the thrill of the fight. Chase me honey, chase me!***

ING



2 PLAYERS	BY:BALLISTIC	PRICE £39.99	RELEASE OUT NOW



▲ ***So he really does wear his gloves to bed!***

Innnnn the red corner we have Muhammed Ali on the Megadrive. Innnnn the blue corner, there's a whole load of bad asses waiting to kick his butt and innnn the corner of the ref's pocket is a rather snotty hanky we'd rather not talk about.

Yes folks, Cassius Clay better known as the one and only Muhammed Ali has scored his own game — Muhammed Ali Heavyweight Boxing punching its way onto the Megadrive courtesy of Virgin Games.

Floating like a butterfly (but hopefully living a little longer) and stinging like a bee pack those punches against a string of man mountains such as Bruno Franko (pun totally intended, we're sure).

Out in April, the game features a 360 degree revolving ring so you can see the action from any angle while still battering the hell out of your opponent — whoever he may be— in a corner.

There's tournament or exhibition mode, arcade or simulation, digitised sound and adjustable round lengths. For a boxing game it's all looking pretty smart but we'll bring you a full run down in a future issue of this faultless oracle.





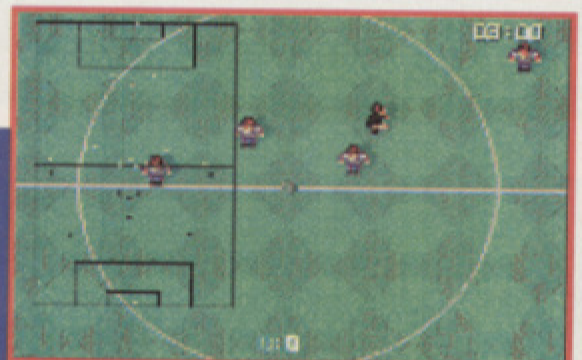
SUPER KICK OFF

At long last, just when everyone had given up on the hope of a halfway decent footy game for the Megadrive, Super Kick Off has finally arrived. Programmed by the same team that produced the ever-popular Amiga version, this has a few new features that set it apart from other conversions. So come closer, friend, as we step into the mystifying world of Super Kick Off...

The game itself hasn't really been changed much from the Amiga version, except for being made much faster. Thankfully though, there's a variable speed option to allow you to Taylor (ho ho) the pace to your fancy. So far, the graphics are looking pretty excellent, with the player sprites being detailed and smoothly animated.

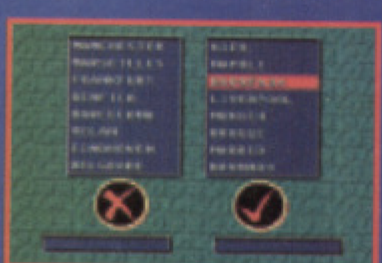
The pitch itself is also quite detailed, although being a stationary patch of turf, animation doesn't really come into it.

All in all, Super Kick Off looks like it's set to be a real winner, and just the thing Megadrive-owning footy fans have been waiting all these months after suffering all those disappointments like Tecmo World Cup. For the full in-depth EXCLUSIVE review of the finished cart, watch out for next month's mighty MEAN MACHINES.



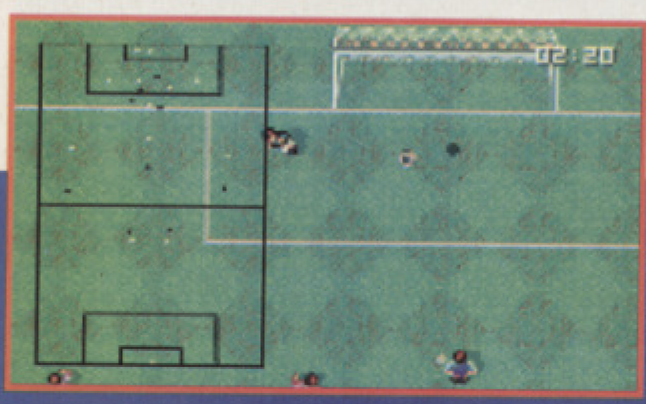
TWO-PLAYER ACTION

The front-end of Super Kick Off has been completely changed. A series of icons now replace the familiar text panels. There's also a host of new options governing team names, kit and most importantly, tactics. Indeed, the tactics options are far more comprehensive than those on the Amiga version. Not only are you able to select your standard formation from a list of about ten, but you're also able to choose the tactics of individual players over a variety of play situations!

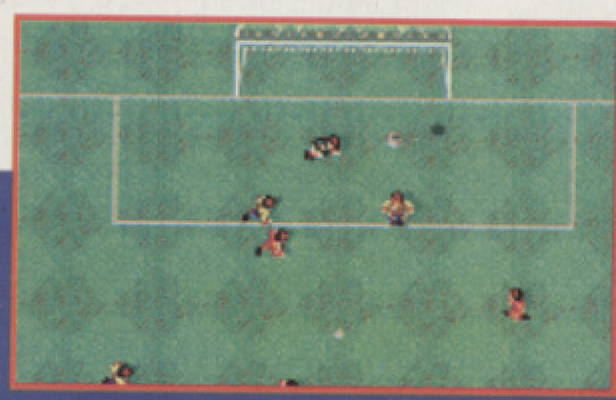








▲ Where the hell's the keeper!



▲ Head the ball, head the ball you fool!



▲ Half-time laffs on the fun-sized pitch.



FRONT END SHENANIGANS

Just like Amiga version of the game, Kick Off enables two players to participate in an orgy of soccer-related action. You can choose from a whole host of different teams, both British and foreign. What's more, if you want you can both play on the same side, combining your topper Kick Off prowess against the computer!



▲ The ref makes a timely appearance

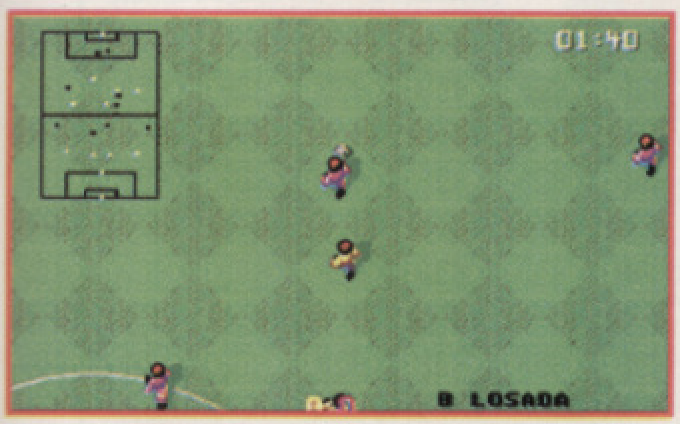


▲ Options, get your lovely options...



▲ Can you hear the sound of a thousand throw-in's being taken in hell!!!

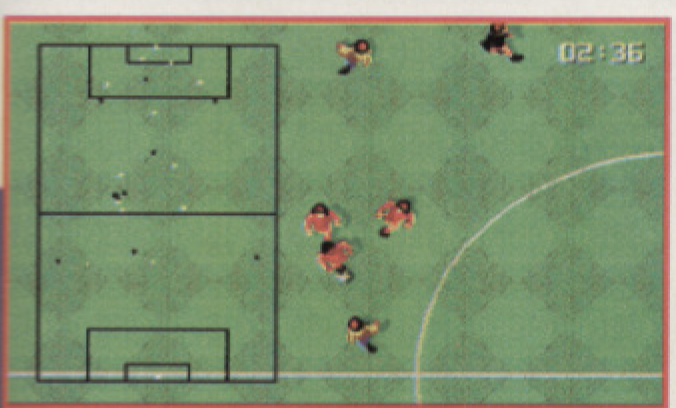




▲ Lovely coloured strip, eh readers!

CONSOLE COMPARISON

The Master System version of Super Kick Off was given a massive 96% in this very magazine and ranked as the best sports game for the 8-bit system. The Megadrive version is obviously far superior in terms of speed and visuals, but the programmers have opted to retain the brilliant player logic of the Master System game. The game compares extremely well to the classic Amiga version, with smoother scrolling, more options and better graphics! Good eh?



▲ The red shirts are a-coming!





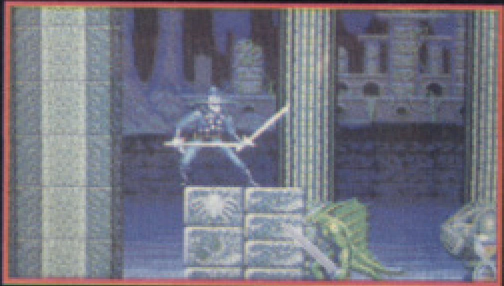


BY: US GOLD

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CHAKAN
THE FOREEVER MAN

Any fool should know that you can't beat Death no matter what a rock 'ard sort of hero you are. And making deals with this particular gentleman is definitely a mug's game.

But after a string of victories across the universe, old warrior-priest Chakan, exhibiting about as much sense as a demented Lemming, decides to challenge him to a duel — and whoopee doo — he wins.

But he discovers the price of victory is bitter one and his prize even more so. He gains eternal life and becomes Chakan: The Forever Man but his former powers are stripped from him and he is doomed to wander the earth until he can vanquish the Powers of Darkness and all sorts of supernatural horrors — no mean feat, mateypeeps.

You take over as he begins his quest in this eight-level platform action Mythic Nightmare. Just remember you are not fighting for your life, you're fighting for your DEATH!

Use the arsenal of magical weapons — double swords, flaming swords and spinning attacks — to slash your way through punishing mazes, monster-infested seas and castles of horror. Fend off demonic creatures and fire-breathing zombies then take on the might of the Dragonfly King (although if you're immortal why should they bother you anyway?).

Your special moves — rolls, double jumps, circular attacks, fireballs and Alchemy, as well as assorted potions scattered around could help keep you out of trouble, just remember, if they don't the result will be a fate worse than death.

Twelve mystic alchemies reveal psychic passageways to travel through space and time. By using your out of body experiences, you can check out future terrains — and enemies.

We've had a good look at this new Sega phenomena for the Megadrive and so far it's all looking very dark, gloomy and atmospheric with some excellent intro screens. As to the rest, we're keeping out lips tightly zipped until the next issue of MEAN MACHINES SEGA.



▲ Bathing time for Chaki-poos!



▲ If anyone can, Chakan can!

BY: SEGA

1 PLAYERS

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RELEASE TBA



▲ Eternal life is dead boring at times.

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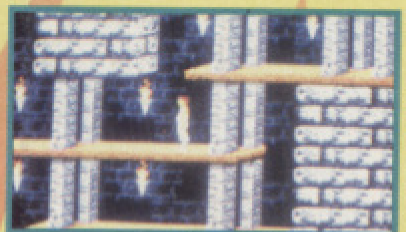
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So chuffed were they with the corking success of Prince of Persia on the Master System (scoring a whopping great 91% in this very oracle) that Domark, displaying a brainstorming burst of generosity, are offering 10 fab personal stereos to give away to you lucky lucky people.

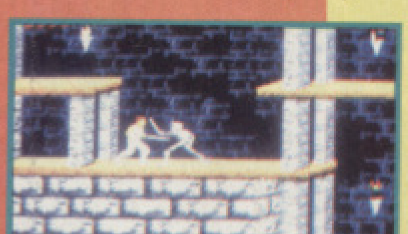


And there's light at the end of the tunnel for 15 runners up as well because also up for grabs are 10 Klax T-shirts and some special edition Domark polo shirts. Hurrah!

No ordinary walkmans these though. We're talking top of the range, utterly mega Sony variety here, with all the fancy twiddly bits that are absolute musts on a walkman if you're to retain any sort of street cred whatsoever.



You name it, they've got it and if they ain't there not worth having anyway. Miss out on this opportunity to be wired for sound in the best possible taste and you've got to be a very sad specimen indeed.



I'm sure you all remember the game — Princess gets kidnapped by the evil Jaffer (some kind of orange fetishist?!), boyfriend gets locked up, escapes from prison, rescues girl, loads of sloppy kisses all round. Anyone with a Master System who likes platforms will surely have it in their collection by now anyway — you'd be a mug not to!

Quite what the connection is between walkmans and the game completely eludes us, but then the alternative would have been a holiday for two in Iran which certainly wouldn't be much cop.

Anyway, to get your grasping mitts on these little gems, all you have to do is answer the three really really hard questions below. Stick your answers on a postcard and wing them in to: I LOOK GREAT IN POINTY SLIPPERS AND SILK DRESSES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Entries in by January 31 or you may just grow festering sores in your nether regions and your arms might fall off. The Editor's decision is final because he's hard.



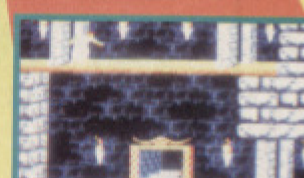
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DOMARK





1. Name three console formats Prince of Persia has appeared on.

2. What percentage rating did Prince of Persia get on the Master System when it was reviewed in MEAN MACHINES?

3. What was the job title of the evil Jaffer in Prince of Persia?

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GAMES INDEX

MASTER SYSTEM

ACE OF ACES
Take on the Red Baron in this WW1-based flight sim/shoot 'em up. Actually, you'd better not, because shambling graphics, poor sound and virtually zero playability make Ace of Aces a full-blown loser. Oh dear.
OVERALL 29%

ACTION FIGHTER
Take to the roads and skies in your transforming motorcycle/'plane in Action Fighter - a conversion of Sega's ancient vertically scrolling shoot 'em up. Whilst looking a bit dated, Action Fighter's simple gameplay is still quite addictive, and the colourful graphics and bouncy tunes accompany it well.
OVERALL 84%

AERIAL ASSAULT
Aerial Assault is a horizontally scrolling shoot 'em up in the mould of UN Squadron stacked with power-ups and flaming death. The graphics are quite simple and the sound is unappealing, but Aerial Assault is quite good fun. Be warned however, it won't take long to complete.
OVERALL 82%



AFTERBURNER
Arcade Afterburner was enjoyable because of its moving cabinet and fab graphics and sound. Sadly, the Master System has none of these, and the basic game itself is really quite dull (and very easy). Only for real coin-op fans.
OVERALL 51%

ALEX KIDD IN MIRACLE WORLD
This is the first in the Alex Kidd series, and it's still one of the best. The blend of platforming and puzzles works well and although the graphics aren't so hot they don't detract from this entertaining platform romp.
OVERALL 86%

ALEX KIDD IN HIGH-TECH WORLD
A continuation of the Alex Kidd saga, this is essentially much of the same - more wacko platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing that makes this any better than the original.
OVERALL 76%

ALEX KIDD IN SHINOBI WORLD
The latest and greatest Kidd game. Al now has the powers of Ninja magic and must traverse a parody of the Shinobi landscape to rescue his girl. This is a humorous and very playable cart with smart graphics and okay sound. Recommended.
OVERALL 90%

ALEX KIDD AND THE LOST STARS
Once again Alex must don his puzzle solving/platforming trousers to save the day. More cute sprites, general colourfulness, jolly tunes and fun gameplay. Although it's very similar to the other games in the series, Kidd fans should take a look.
OVERALL 80%

ALIEN STORM
You are Gordon the hot-dog man (or his robot assistant) and you must rid the world of an alien menace in this Golden Axe-style game with shoot 'em up overtones. Sadly, the graphics are the best thing about the game are the graphics - and they're crap. Avoid this one.
OVERALL 38%

ALIEN SYNDROME
This gory blaster was a big arcade hit, and on the Sega it's not bad either. The graphics are of a high quality and it's fairly playable, but the poor scrolling makes it difficult to see what's coming at you. This tends to make things a bit hard, so only experienced gamers should go for this one.
OVERALL 73%

AMERICAN BASEBALL
Cor blimey, a baseball game. This one's got good graphics, plenty of options and is pretty fast paced. If it's baseball you're after, this is the cart for you.
OVERALL 74%

AMERICAN PRO FOOTBALL
Although this has been out for a while now, it's still the best American Football game on the Sega. The graphics are great, the sound is good, there's lots to do, it's pretty challenging and very playable indeed. Certainly one for the collection.
OVERALL 95%

ARCADE SMASH HITS
This is potentially a great game. Missile Command, Breakout, and Centipede are converted onto the Master System and bundled together on one cartridge. The only problem is, Missile Command is the only half-way decent game out of the lot of them and none of them at all are accurate conversions of the original. A wasted opportunity.
OVERALL 51%

ASSAULT CITY
It's Op Wolf time with Assault City. Shoot those robots to make the world a better place. Assault City's graphics are quite jolly, and the game is fun, although somewhat easy. One for non-light phaser owning Operation Wolf fans.
OVERALL 70%

ASTERIX
Take the mantle of both Asterix and Obelix in this new platform adventure. The graphics are great, the sound's not so bad and it's pretty playable. Unfortunately, there are a few instant-death frustrations and pointless infinite continues. Still, overall it's a pretty good game.
OVERALL 80%

ASTRO WARRIOR/PITPOT
A very old cart, this, but it's still not bad. Astro Warrior is a decent enough up-screen blaster and Pit Pot is a fun original game which rounds the cart out quite nicely. If you can find this for a bargain price it's worth a look.
OVERALL 79%

AZTEC ADVENTURE
Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!
OVERALL 38%

BACK TO THE FUTURE II
As Marty McFly you must beat five levels of platforming, jet-skating and puzzling. That is, if you don't fall asleep first. Yes, this is a proper snooze - and it's frustrating to boot. Add the poor presentation to this and forsooth - 'tis but a turkey.
OVERALL 37%



BACK TO THE FUTURE III
Marty is back! Featuring great graphics and sound, this is a fun game which is ultimately let down by the fact that it only has three levels and doesn't take long to finish.
OVERALL 68%

BANK PANIC
This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination. The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and well worth having a look at.
OVERALL 78%

BASKETBALL NIGHTMARE
Featuring very impressive, beautifully animated in-game screens, this basketball game looks great! But when it comes to playing the game, it's all rather simplistic and dull and the end result is a mediocre basketball game with some very fancy graphics.
OVERALL 56%

BATTLE OUT RUN
Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape! Although Battle Out Run isn't as challenging as Fire and Forget II, there's enough in there to warrant purchase - give it a go if you're into fast action.
OVERALL 80%

BLACK BELT
Take control of a kung-fu expert and battle it out across a horizontally scrolling landscape beating seven kinds of shinola out of anyone stupid enough to cross your path. It's definitely one of the better Sega beat 'em ups around, and is highly recommended.
OVERALL 81%



BLADE EAGLE 3D
One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or 3D Out Run.
OVERALL 51%

BOMBER RAID
Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible. It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.
OVERALL 71%

BONANZA BROS
A conversion of the so-so coin-op, Bonanza Bros plays much the same as the original, but is far too easy to complete and only has a one-player option. Doh! Not the greatest cartridge money can buy...
OVERALL 57%

BUBBLE BOBBLE
Acknowledged as one of the best coin-ops ever, Bubble Bobble has at last made it to the Master System. And hooray for us because it's great. All the levels are here and it's rock hard - you won't complete this one overnight that's for sure. There is some slow-down and sprite flicker however, so be warned.
OVERALL 85%

CALIFORNIA GAMES
This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing. The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.
OVERALL 93%

CAPTAIN SILVER
This dire hack 'n' slash game was originally a coin-op - so it'll come as no surprise that it completely bombed. The graphics are crap, the sound is woeful and the gameplay is poor.
OVERALL 47%

CASINO GAMES
Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.
OVERALL 46%

CHASE HQ
This race 'n' chase 'n' crash 'n' burn game is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.
OVERALL 86%

CHOPLIFTER
With excellent graphics and challenging gameplay, Choplifter is one of the best horizontally scrolling shoot 'em ups around. Take it for a flight.
OVERALL 89%

CHUCK ROCK
One of the best platform games on the Master System, Chuck Rock scores highly owing to its highly enjoyable gameplay and superb graphics and sound. Well deserving of your hard-earned cash.
OVERALL 90%

CLOUD MASTER
Featuring simple, colourful and very weird graphics (like giant chickens and bowls of noodles), this shoot 'em up is a very straightforward and fairly enjoyable blast. Not great, but not bad either.
OVERALL 73%

COLUMNS
The colour-matching arcade puzzle action of Columns might not sound exciting, but it's one of the most addictive games available on the Sega. Play it and see for yourself!
OVERALL 90%

CYBORG HUNTER
The mission of this arcade adventure involves penetrating a well defended complex, destroying all the robots therein, and finally confronting the man behind it. It's all quite jolly and action-packed, but originality and good graphics are very thin on the ground.
OVERALL 71%

DEAD ANGLE
This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's and casts you as a copper on a mission to wipe out an evil gang. The graphics are great, with plenty of neat touches,and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.
OVERALL 83%

DONALD DUCK AND THE LUCKY DIME CAPER
Another Disney star gets his own Sega game, and once more it's a platform game. Luckily, Donald follows the Disney trend all the way and his game is excellent. It's also hard enough to keep you going for a-a-ages, so prepare to spend thy dosh on this fab cart.
OVERALL 92%

DOUBLE DRAGON
A fairly good version of the classic beat 'em up which is let down by its flickery graphics and rather low difficulty level. Beat 'em up beginners should enjoy the action, but experts will complete it quickly.
OVERALL 70%

DYNAMITE DUKE
A slight twist on the Op Wolf format here sees you as Duke punching, stabbing and shooting your way across the globe facing opposition from evil all the way. Nice graphics, nice sound, shame about the game. It's fun at first, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

DYNAMITE DUX
The graphics on this wild 'n' wacky duck-based beat 'em up are truly superb, with bazooka-carrying foxes, marauding moose heads and gangs of field mice all entering the fray. The gameplay is fun, but it's all a little too easy, so expert gamers won't get full value for money from it.
OVERALL 79%

ENDURO RACER
This motocross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through to the end in a single sitting. Zzzzz.
OVERALL 32%

ESWAT
After the rather nifty arcade game, this is a disappointment. Wimpy weapons, feeble graphics and five levels of not-very-difficult action means completing this takes very little time and effort.
OVERALL 59%

F16 FIGHTER
This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against the swarms of enemy aircraft and blow them up to keep in the game. The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.
OVERALL 40%

FANTASY ZONE
This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The gameplay is

very addictive indeed, and there's plenty to challenge a hardened shoot 'em up fan
OVERALL 87%

FANTASY ZONE II
A superb shoot 'em up, but suffers from being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.
OVERALL 88%

FANTASY ZONE III
The third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day. The game is a load of fun and, although the graphics are simplistic, there's plenty there to keep anyone happy for days on end.
OVERALL 81%

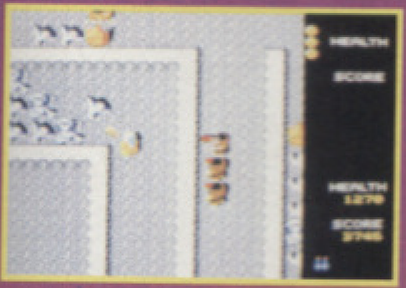
FIRE AND FORGET II
Fire and Forget II's zoom-up-the-road action is very fast and pretty tough, almost to the point of being off-putting. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. A must for addicts of highway violence!
OVERALL 86%

FORGOTTEN WORLDS
Become a hard floating mercenary with a flying gun in Forgotten Worlds and shoot lots of things. Yes, it's a horizontally scrolling shoot 'em up. Sadly, it's spoilt by a fiddly control method and a lack of challenge. There are much better shooters than this on the Sega.
OVERALL 62%

GAIN GROUND
This conversion of the obscure Sega coin-op shows why it was never a hit. It's a kind of flick-screen Gauntlet clone, without the playability. There's no original ideas and it all gets very repetitive. Don't buy it unless you like average games.
OVERALL 62%

GALAXY FORCE II
Featuring four levels of 3D shooting action, truly marvellous graphics and gameplay that's challenging enough to keep you occupied for weeks, this is the best game of its type on the Sega.
OVERALL 85%

GANGSTER TOWN
This old, rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.
OVERALL 48%



GAUNTLET
The coin-op was a sensation when appeared in 1986, and this version has all the features of the original machine. With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.
OVERALL 90%

GHOSTBUSTERS
On the whole Ghostbusters is a great game. The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesisers. Still, turn down the volume and get bustin'...
OVERALL 86%

GHOST HOUSE
Ghost House's graphics are of the cute style - big heads, big eyes and little bodies - the sound is very jolly, and at its cheap price the addictive gameplay provides fun at a price every Sega owner can afford.
OVERALL 79%

GLOBAL DEFENCE
Known better to arcade goers as SDI, this missile-blasting game has excellent graphics. The gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with it, there's plenty here. Try before you buy.
OVERALL 80%

G-LOC
This is what Afterburner should have been. Loads of missions, tons of options, plenty of power-ups and enough variety to stop you getting bored. Shooting fans should be especially interested in this.
OVERALL 82%

GOLDEN AXE
Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.
OVERALL 92%

GOLFAMANIA
Golfamania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room. There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!
OVERALL 83%

GOLVELLIUS
RPG fans will be interested in this one. The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which require plenty of the old grey matter, check this one out.
OVERALL 81%

GREAT BASEBALL
Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.
OVERALL 70%

GREAT BASKETBALL
If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.
OVERALL 68%

GREAT FOOTBALL
Not soccer, as you might imagine - this is a simulation of American Football. If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.
OVERALL 67%

GREAT GOLF
If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfamania and Leaderboard, both which have better graphics, sound and playability.
OVERALL 71%

GREAT VOLLEYBALL
This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed, and as a result gets dull fairly quickly.
OVERALL 71%

IMPOSSIBLE MISSION
Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning. But more importantly it plays absolutely brilliantly. A fantastic game which is destined to become one of THE classic Sega titles.
OVERALL 97%

INDIANA JONES AND THE LAST CRUSADE
Indiana Jones and the Last Crusade is almost as hard as the hero himself! The graphics and sound are both good, and with five very challenging levels to battle through, this should appeal to those who like their games very tough.
OVERALL 86%

JUNGLE FIGHTER
Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough. Rastan fans might like it, but don't expect it to challenge you for long.
OVERALL 71%

JOE MONTANA'S FOOTBALL
The first John Madden's clone makes it over to the Master System, boasting plenty of action, loads of teams and billions of strategies. Unfortunately, it just doesn't work. The graphics are dull, responsiveness is poor and the slightly ropey collision detection spoils things further. Not too hot.
OVERALL 65%

KENSEIDEN
Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!
OVERALL 85%

KLAX
This superb puzzle game was all the rage in California a while ago. Finally it has wended its weary way to the Master System. So is it any good? Well, yes it is. If brainy-type japes are your bag, check this out.
OVERALL 88%

KUNG-FU KID
Graphically similar in style to Ghost House, this platform game with kung-fu overtones is all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.
OVERALL 70%

LASER GHOST
A not-quite-conversion of Sega's funsome coin-op. Protect a possessed girlie by shooting all the regional ghosts, either with light phaser or cursor. Fiddly controls wreck things a bit, but it's still quite a jape with nice graphics and plenty of action. Light phaser owners should grab this.
OVERALL 76%

LEMMINGS
More than 100 levels of saving these block-heads from themselves is absolutely corking fun, totally addictive. Absolutely outstanding conversion — your collection ain't complete without it.
OVERALL 95%

LINE OF FIRE
Another pseudo conversion from those Sega lads. This time the Op Wolf-style gameplay has been replaced by vertically scrolling shoot 'em up action. Trouble is, it's slow, dull and offers few thrills.
OVERALL 46%

LORD OF THE SWORD
Two game styles meet head-on in this role-playing game with arcade sequences. It's a nice idea in principle which doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.
OVERALL 74%

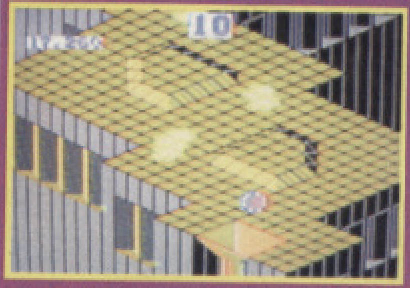
MARBLE MADNESS
A conversion of the cult Atari coin-op, this conversion retains just about all of the features of the arcade machine. Unfortunately, the game just plays too slowly and the control method is extremely dodgy to say the least. Disappointing.
OVERALL 70%

MASTER OF DARKNESS
Platform action based around the exploits of infamous horror characters which although not terribly original is great on the looks and playability stakes. You'd be barking to miss it.
OVERALL 92%

MAZE HUNTER 3D
Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes. The 3D effect is pretty good, and the game is fun to play, but not Earth-shatteringly brilliant. Not an essential purchase by any means, but if you're after something to go with your 3D glasses, this is worth checking out.
OVERALL 74%

MERCS
That last bastion of death, the coin-op Mercs makes its appearance on the Master System. It's violent, it's got good graphics, it's highly playable and it's also very easy. If you think you'll keep coming back to this game even when you've completed it (which should only take two goes at most), check it out.
OVERALL 81%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
The epony-mouse (ha ha) does his stuff in this skill platform game. Great graphics and sound, loads of bonuses, great gameplay and a bit of a challenge make this a cart to get.
OVERALL 93%



MOONWALKER
Aooow! Strut your thang in Moonwalker, a platform shoot 'em up starring none other than Michael Jackson himself. The graphics are smart, and it's pretty playable, but be warned, it does get pretty repetitive. Jacko fans and diehard platformers will love this, though.
OVERALL 80%

MS PACMAN
Gobble dots! Dodge ghosts! Lapse into a coma! Ms PacMan is just regular PacMan with knobs on, even the competitive two player mode wanes after a while, so don't buy this cart. If you're desperate for a Pac title, get Pacmania instead.
OVERALL 31%

MIRACLE WARRIOR
Miracle Warrior is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.
OVERALL 81%

MISSILE DEFENCE 3D
Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.
OVERALL 76%

MONOPOLY
Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!)
OVERALL 69%

MY HERO
This rather odd-looking, cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend who's been kidnapped by local hoodlums. The game is good fun, but Black Belt is a better example - try that before buying this.
OVERALL 74%

NINJA
Although the graphics are rather simplistic, the shuriken-lobbing action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat. If you're after a combat game with a difference, this is worth taking a look at.
OVERALL 80%

NINJA GAIDEN
An excellent four-way scrolling slash 'em up, Ninja Gaiden scores highly with its super-speedy gameplay and ... ness. A tad easy maybe, but Ninja Gaiden is just so ... play you'll still be coming back for more months later.
OVERALL 83%

GAME INDEX

OLYMPIC GOLD
A fairly playable selection of sporting events, namely, 100m Sprint, Diving, 110m Hurdles, Swimming, Archery and the Pole Vault. It's a little repetitive, but the game is still great fun and well worth examining at your nearest software emporium.
OVERALL 81%

OPERATION WOLF
Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun. Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.
OVERALL 88%

OUT RUN
Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all. If you're a race fan, take this one for a spin.
OVERALL 80%

OUT RUN 3D
Looks and plays almost identically to the non-3D version, but has the added bonus of effective 3D. Out Run 3D is about the best 3D glasses game around, and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses!).
OVERALL 81%

OUTRUN EUROPA
OutRun Europa puts you in control of many different vehicles, from motorcycles to jetskis, in an attempt to thwart an evil terrorist organisation. Sadly, this "variety" doesn't save the game from being a frustrating, bland and desperately mediocre game. With crap graphics.
OVERALL 63%

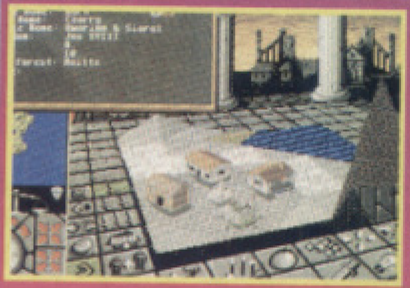
PACMANIA
Isometric view dot munching is the order of the day in Pacmania. The graphics are great, there's lots of levels, it's playable, addictive and packs something of a challenge. Make this cart your own and never look back.
OVERALL 90%

PARLOUR GAMES
Combining a variety of "parlour" type board games, this sounds like fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamesplayers?
OVERALL 47%

PAPERBOY
Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town. With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.
OVERALL 89%

PENGUIN LAND
This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega players.
OVERALL 68%

PHANTASY STAR
A sprawling RPG which offers a great depth of gameplay, decent graphics and a good challenge. There are slightly better games of this sort (and cheaper too - this cart costs £40!), but if you're an RPG fan who has them all, this is well worth getting.
OVERALL 75%



POSEIDON WARS 3D
As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. The action is quite basic shoot 'em up stuff, so all in all, this isn't a particularly stunning game, even with the added dimension.
OVERALL 55%

POWER STRIKE
The fast and frenetic action of this vertically scrolling blaster is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power


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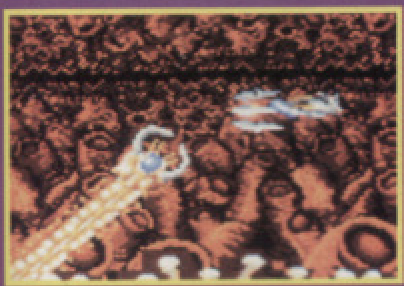
Strike remains the best Sega vertical scroller around.
OVERALL 90%

PRO WRESTLING
This version of the old grappling game features some very nice presentation screens, but crap in-game graphics. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real diehard grappling fanatic.
OVERALL 46%

PRINCE OF PERSIA
Save the princess from a fate worse than death in this classic platform game, boasting stunning animation. A large quest with loads of levels and more than its fair share of excitement, Prince of Persia is an essential buy!
OVERALL 91%

PSYCHO FOX
Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more?
OVERALL 90%

QUARTET
Featuring bland graphics and sound, this conversion of Sega's uninspiring coin-op is really let down by its complete lack of variety between levels. If you've seen one, you've seen 'em all...
OVERALL 64%



RC GRAND PRIX
RC Grand Prix is a very fast and playable game. It has plenty of tracks too, but it doesn't take very long to complete them all, and after that it all becomes a bit dull.
OVERALL 70%

R-TYPE
R-Type is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on-screen. Still, shoot 'em up fans should seek this out immediately!
OVERALL 91%

RAMBO III
Great graphics and gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a brill Op Wolf game, go for Rambo III, but if you're Phaser-less, go for the real McCoy.
OVERALL 89%

RAMPAGE
Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of being a monster and trashing a city is here to be savoured, with great graphics to boot. Highly recommended.
OVERALL 85%

RASTAN
The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for a long time.
OVERALL 79%

RESCUE MISSION
Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away with your light gun for ages. Go get it - you'll love it!
OVERALL 82%

ROCKY
The graphics in this boxing game are quite spectacular for a Sega, but where the game falls down is in the lastability stakes because there are only three opponents. If there was more game for your money this could have been a contender. As it is, Rocky just doesn't last the full 15 rounds.
OVERALL 62%

RUNNING BATTLE
Platform action is once again the order of the day in Running Battle, which stars you as a super-hard military saboteur. Grab gun icons for a short spell of blasting, or a Power icon for super-speed running capabilities. The trouble is that the poor graphics, slow response time, shoddy collision detection, repetitive gameplay and limited nature of the game spoils the proceedings somewhat.
OVERALL 54%

SAGAIA
A conversion of Taito's Darius II coin-op, Sagaia packs in just about all of the features of the arcade machine (bar the simultaneous two-player mode). However, the graphics are a real mess with some of the worst flicker yet seen on a console.
OVERALL 67%

SCI
Oo-er! Taito's SCI coin-op was a good laugh, combining racing action with shoot 'em up elements. Unfortunately, the Master System version of this game is a complete travesty, with hardly any illusion of speed, pathetic backdrops and dull gameplay. Leave this game well alone.
OVERALL 26%

SCRAMBLE SPIRITS
This is a one or two-player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful, too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.
OVERALL 49%

SEGA CHESS
If you're lonely and desperate for a quick... game of chess, Sega Chess is here to help you. It plays a pretty good game (on the higher difficulty settings) but it's quite slow, not very responsive and the hanging around does get on your nerves.
OVERALL 77%

SHADOW DANCER
There's ninja japes aplenty in Shadow Dancer - a conversion of the Sega coin-op (but missing the dog). Still, the lack of any canine presence doesn't spoil the game too much, although the stupidly unbalanced difficulty setting is a bit of a downer (the levels are easy and the guardians are ultra-rock-blinking-hard). Not so bad, nevertheless.
OVERALL 71%

SHADOW OF THE BEAST
Grrr! Platform game Shadow of the Beast casts you as a mean and ugly monster who must avenge the death of his family by killing the evil Beast Lord. Decent graphics, and it's pretty enjoyable, but a number of small niggles stop it from being a classic.
OVERALL 80%

SHANGHAI
A sort of oriental patience with tiles, Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.
OVERALL 88%

SHINOBI
Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em up action jammed in. It has great graphics and jam-hot playability, and since there's hardly any decent Sega beat 'em ups available, there's no excuse not to add this one to your collection.
OVERALL 87%

SHOOTING GALLERY
This is the cartridge you used to get free with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario. Worth a go.
OVERALL 70%

SLAP SHOT
Both one and two-player options are available in this, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode the game is a great laugh. Check it out.
OVERALL 82%

SMASH TV
An absolutely appalling conversion of the Williams coin-op which fails miserably to supply any kind of shoot 'em up thrills and spills whatsoever. Avoid it like the plague, it really is smelly old crap.
OVERALL 27%

SONIC THE HEDGEHOG
Take control of the legendary blue hedgehog as he runs around scrolling platforms dusting the minions of Dr Robotnik. Sonic the Hedgehog is a state of the art 8-bit game, combining incredibly swift scrolling with gob-smacking graphics and interesting gameplay. A must-have.
OVERALL 90%

SONIC THE HEDGEHOG II
So, you thought that Sonic the Hedgehog pushed back the boundaries of Master System gaming? Well, check this out! The basic gameplay is much like the original, but this sequel has loads of new levels with much more variety along with a far stiffer challenge! Pure brilliance.
OVERALL 96%

SPACE HARRIER
The basic gameplay is exactly the same as the highly successful 3D coin-op of several years ago, but there are now aliens to blast into oblivion. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
OVERALL 77%

SPACE HARRIER 3D
Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.
OVERALL 78%

SPEEDBALL
This is a pretty good conversion of the Amiga title, especially with the tweaked one-player difficulty setting. However, right now it's overshadowed by its successor - Speedball II
OVERALL 79%

SPEEDBALL II
An updated and improved version of Speedball. Better graphics, better playability and much more depth make Speedball II one of the top Master System sports sims. Give it a go if you're into goals 'n' violence.
OVERALL 89%

SPELLCASTER
This RPG is pretty good, with its action and basic decision-making being very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real RPG stuff of Ultima and Y'S.
OVERALL 84%

SPIDER-MAN
Yes, it's yet another platform game, but this one's different. Spidey can do pretty much anything he is capable of in the comics, like web slinging, spinning shields and throwing web-balls. Spider-Man is very playable, has great graphics and sound and will take a lot of work to complete. Highly recommended.
OVERALL 87%

SPY VS SPY
Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering - pronto.
OVERALL 88%

STRIDER
The Megadrive version of this game was almost arcade perfect. Sadly, this is not. The graphics are OK, but it's very slow and difficult to control. The suspect collision detection and poor responsiveness seal the coffin of this disappointing release.
OVERALL 67%

SUMMER GAMES
Featuring five events (the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and high dive), Summer Games is a big disappointment. All the events feature rubbish graphics and completing them all is as easy as 123. Avoid - even if you love sports games.
OVERALL 37%



SUPER KICK OFF
The legendary Super Kick Off looks surprisingly similar to its Amiga counterpart, and plays just as brilliantly! A superb game - one of the finest available on this machine - and a must for all football fans (and anyone else for that matter).
OVERALL 96%

SUPER MONACO GP
Although this shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. But that's not saying it's bad. The 3D is fast and effective 3D and it plays well too, even in a single-player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!
OVERALL 92%

SUPER MONACO GP II
Urrgghhh! What could have been an excellent sequel is completely ruined by the severe lack of speed! Although it might look like you're doing 200mph, it looks more like a quarter of the speed! Goodbye excitement, bye bye fun. The vast array of options is excellent, but the actual gameplay itself is very disappointing.
OVERALL 41%

SUPER SPACE INVADERS
The idea behind Super Space Invaders was to take the original coin-op and blend it with some of the modern trappings of shoot 'em ups - power ups and scrolling for example. It works too, and the resulting game is a highly enjoyable blast.
OVERALL 82%

SUPER TENNIS
This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable, it's certainly no match for the more recent Wimbledon Tennis.
OVERALL 69%

TAZ-MANIA
The graphically amazing Megadrive game has been converted to the Master System rather well. There are many levels of platform style gameplay with groovy backdrops and some excellent sprites. The only problem is the lack of enemy sprites, which makes the game rather easy.
OVERALL 71%

TEDDY BOY
This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while not fiendishly exciting, is decent enough fun for a fair few hours. A nice little potboiler.
OVERALL 69%

TENNIS ACE

GAME INDEX

Beaten (just) by Wimbledon Tennis, this is still one of the better Sega sport sims which should keep any tennis fan happy when the municipal court is under six feet of water.
OVERALL 80%

THE TERMINATOR
A superb interpretation of the 1984 movie, this game is far better than its Megadrive counterpart! It's skillful (and very challenging) platform action all the way as you control Kyle Reese in his quest to protect Sarah Connor from the murderous clutches of the Terminator. Well worth investing it.
OVERALL 82%

THUNDERBLADE
Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.
OVERALL 80%

TIME SOLDIERS
The graphics on this obscure coin-op conversion are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.
OVERALL 73%

TRANSBOT
This early Sega shooter is a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons to keep a bit of variety. The other plus is that now it sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.
OVERALL 75%

ULTIMA IV
Though this enormous RPG scores quite low on the graphics-ometer, it has weeks, nay, months of gameplay packed into its chips, and a battery-backed save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!
OVERALL 89%

VIGILANTE
This conversion of the beat 'em up coin-op manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX a little ropey. The playability remains the same, however, which is the most important thing, so if you're after a not-too-taxing beat 'em up, have a look.
OVERALL 72%

WANTED
If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun you could do a lot worse than this.
OVERALL 70%

WIMBLEDON TENNIS
This is the best Sega tennis game by a minuscule margin. It's fast, there are lots of modes of play and the championship tournament takes a lot of practice to win. The two-player mode is even more fun. Well worth considering if you have a second player lying around.
OVERALL 80%

WONDERBOY
Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.
OVERALL 80%

WONDERBOY II
Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.
OVERALL 87%



WONDERBOY III
Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. Make sure it's in your collection - NOW!
OVERALL 96%

WONDERBOY IN MONSTER WORLD
Yet another sequel in this series of arcade adventures which although very challenging and a great game isn't as good as Wonderboy III
OVERALL 88%

GAME INDEX

WORLD CLASS LEADERBOARD
It's a golf game. What more can we say? Well, it's got extensive tournament play, realistic action, loads of courses and it's very challenging. If you're a golf fan or you're after a good game with which to unwind, World Class Leaderboard is the cart for you.
OVERALL 92%

WORLD CUP ITALIA 90
This is a rubbish soccer game. The controls are poor, the graphics are naff and the sound is awful. Buy Super Kick Off instead, or if you want a side-on viewed soccer game, check out World Cup Soccer.
OVERALL 48%

WORLD CUP SOCCER
Highly entertaining side-viewed soccer game which was by far the best console football game until Super Kick Off came along. It's now available on Sega's budget range for only £14.99 and at that price is an absolute bargain. Check it out!
OVERALL 85%

WORLD GAMES
Featuring log-rolling, bull riding, barrel jumping and caber tossing, this is a complete disappointment. Although graphically pleasing, what's there soon becomes very samey and terminal boredom swiftly sets in. Your best bet is to leave this one well alone.
OVERALL 50%

WORLD GRAND PRIX
A very decent race game which is graphically impressive and features challenging and enjoyable racing action. It's not as good as Super Monaco GP, but is sufficiently different enough to be worth looking at if you've already got that.
OVERALL 81%

XENON 2
It's another Amiga conversion - this time of the great Bitmap Bros vertically scrolling shoot 'em up. The graphics are great, if the scrolling is a little jerky. Still, it's the gameplay that counts, and Xenon 2 scores highly here. If only it had a few more levels, it would have been a classic.
OVERALL 84%



Y'S
This really is a huge RPG, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.
OVERALL 88%

ZAXXON 3D
A bastardised version of the coin-op which requires 3D glasses, this is a really naff game which suffers from extremely boring gameplay. Give it a miss.
OVERALL 32%

ZILLION
A big, tough, but ultimately tedious platform game. Worth a look if you're a complete and utter platform game nut, but most players will find it all a bit too much.
OVERALL 71%

ZILLION II
Similar to Zillion, but with loads of add-on weapons, an added jet-bike sequence and some nifty beat 'em up action. If you like Zillion, go for it. If you didn't, steer clear.
OVERALL 74

MEGADRIVE

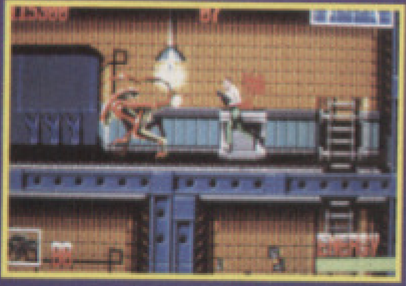
688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" — ho! ho!).
OVERALL 88%

AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
OVERALL 78%

AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
OVERALL 90%

AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
OVERALL 69%

ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
OVERALL 68%



ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
OVERALL 89%

ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action — experts, though, are warned that they might just find themselves finishing this prematurely.
OVERALL 78%

ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
OVERALL 87%

ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit — it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
OVERALL 67%

AQUATIC GAMES
James Pond returns in a rather feeble multi-event sports simulation where the puns are better than the gameplay. It's all to simple, and the events are very easily mastered, leaving this with very little lasting appeal.
OVERALL 61%

ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
OVERALL 40%

ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
OVERALL 85%

ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
OVERALL 46%

ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating — there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
OVERALL 73%

ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
OVERALL 82%

ATOMIC RUNNER
Superb, good looking, highly challenging and very addictive shoot 'em up which is different enough to be well worth the asking price. The Japanese import version of the game is known as Chelnov.
OVERALL 91%

AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
OVERALL 84%

BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
OVERALL 77%

BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
OVERALL 83%

BATMAN RETURNS
Large but poorly animated sprites combine with only slightly above average platform gameplay and unresponsive controls to produce an unoriginal but gothically good looking game which does take skill to complete — if you can be bothered.
OVERALL 77%

BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
OVERALL 80%

BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.
OVERALL 45%



BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
OVERALL 91%

BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
OVERALL 73%

BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
OVERALL 91%

BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
OVERALL 89%

BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
OVERALL 83%

BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
OVERALL 76%

CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skateboarding, hackey-sacking, BMX-ing and surfing. A must for sports fans.
OVERALL 91%

CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
OVERALL 52%

CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
OVERALL 91%

COLUMNS
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
OVERALL 88%

CORPORATION
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
OVERALL 86%

CRACKDOWN
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
OVERALL 65%

CURSE
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.
OVERALL 70%

CYBERBALL
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
OVERALL 80%

DANGEROUS SEED
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
OVERALL 40%

DARK CASTLE
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
OVERALL 23%

DARIUS II
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
OVERALL 83%

DARWIN 4081
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
OVERALL 74%

DECAPATTACK
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it — if you're one, check it out.
OVERALL 82%

DESERT STRIKE
The thinly disguised aim of this game is to take control of an attack helicopter and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.
OVERALL 94%

DICK TRACY
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
OVERALL 53%

DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw — it's too darn easy. For coin-op fans only.
OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.
OVERALL 83%

GAME INDEX

DOUBLE DRAGON
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.
OVERALL 59%

DOUBLE DRAGON II
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!
OVERALL 30%

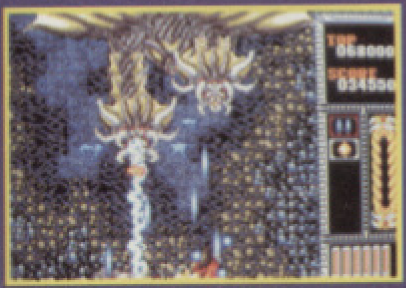
DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen — a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original monicker of Devil Crash.
OVERALL 90%

DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
OVERALL 73%

EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available — miss it at your peril.
OVERALL 94%

ECCO
An absolute Megadrive classic owing to the utterly original and completely addictive "swim 'em up" gameplay, strong story line, astounding Dolphin animation and fantastic sound. Definitely a contender for the best *Megadrive* game ever.
OVERALL 97%

ELEMENTAL MASTER



A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.
OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up boosting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.
OVERALL 70%

ESWAT
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkward controls. As the (very) old saying goes, "try before you buy!".
OVERALL 69%

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.
OVERALL 54%

EX-MUTANTS
This platform beat 'em up may not look or sound much cop but on the playability stakes it's fast, responsive and damn good. Nine tough levels ensure a challenge for any likely candidate. A priority purchase.
OVERALL 85%

F-22
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots — and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!
OVERALL 93%

FAERY TALE ADVENTURE
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
OVERALL 49%

FANTASIA
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.
OVERALL 49%

FASTEST ONE
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
OVERALL 29%

FATAL LABYRINTH
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.
OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.
OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended — but do bear in mind that you do need two players to get the most out of it.
OVERALL 81%

FIRE MUSTANG
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.
OVERALL 59%

FIRE SHARK
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!
OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
OVERALL 69%

FLYING SHARK
This vertically scrolling blast is nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, with decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times interest is soon lost.
OVERALL 71%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
OVERALL 82%

GAIRIES
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
OVERALL 84%

GAIN GROUND
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
OVERALL 43%

GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.
OVERALL 86%

GALAXY FORCE
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.
OVERALL 59%

GAMES:WINTER CHALLENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.
OVERALL 85%

GHOSTBUSTERS
Featuring humorous cartoon-style graphics — some of the end-of-level ghosts are truly superb — and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
OVERALL 82%

GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
OVERALL 93%

GODS
The Bitmap Brothers' classic Amiga game hits the Megadrive in real style. The graphics and sound are truly classy, looking nothing like any other Megadrive title. The gameplay is equally good, boasting excellent puzzling action combined with top-notch blasting. Gods is only available as an import though, so be careful when buying.
OVERALL 89%

GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!
OVERALL 94%

GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original



game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.
OVERALL 69%

GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.
OVERALL 80%

GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.
OVERALL 85%

GREEN DOG
Sega's newest hero stars in a superb looking, but ultimately dull platform game which suffers from a lack of variety and few original features. It's also far too easy, and platform fans should crack it within a day or so.
OVERALL 49%

GREYLANCER
From the same team that brought us the brilliant Gynoug, Greylancer had the potential to be completely mega. Unfortunately, the blasting action is just so dull and unoriginal, you'll be turned off the game extremely quickly. Boo!
OVERALL 48%

GYNOUG
Known in the US as Wings of War, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
OVERALL 92%

HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.
OVERALL 51%

HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.
OVERALL 75%

HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.
OVERALL 85%

HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire — it might not looks as good as Thunderforce III, but it's simply a much better game.
OVERALL 93%

HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.
OVERALL 76%

HOME ALONE
This is a very strange game. Guide Kevin (aka Macaulay Culkin) around the district on his snow sled, protecting each house by setting up traps for the unwary burglars. Home Alone is certainly a different game, but it's dull, slow and very repetitive. Not recommended at all.
OVERALL 43%

INSECTOR X
The game is fun at first — and the slick graphics and decent sound certainly add a little to the excitement — but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.
OVERALL 74%

JAMES BOND 007: THE DUEL
Similar in concept to Alien 3, it's your job to guide James Bond around the scrolling platform environment resucing ladies and doing battle with assorted shadow guards and major Bond meanies (like Baron Samedi, Oddjob and Mayday!). The problem here is a very frustrating lack of response and not a lot of variety between the levels. Out of the two games, Alien 3 is the more appealing buy.
OVERALL 66%

JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
OVERALL 77%

JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.
OVERALL 55%

JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the



options nor the challenge of John Madden's Football. Go for Madden's — or if you're after something different, Joe Montana II.
OVERALL 73%

JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.
OVERALL 83%

GAME INDEX

JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.
OVERALL 94%

JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.
OVERALL 96%

JOHN MADDEN FOOTBALL 93
Sadly the bubble's burst with this one, because although not bad in it's own right, it has nothing new to offer compared with the '92 version, in fact it's worse! Do yourself a favour and get one of the predecessors.
OVERALL 89%

JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball — it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid,
OVERALL 40%

KID CHAMELEON
A nice-looking platform game which combines elements of



Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.
OVERALL 78%

KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
OVERALL 71%

KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
OVERALL 85%

KRUSTY'S SUPER FUNHOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them — NOW! This is sort of like Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!
OVERALL 90%

LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.
OVERALL 89%

LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
OVERALL 32%

LHX ATTACK CHOPPER
A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.
OVERALL 89%

LOTUS TURBO CHALLENGE
Graphically and sound-wise this driving game's a bit of a dog but on the playability and lastability fronts it's a serious winner — especially in two-player mode. Even by yourself it's a challenging winner with the mass of different tracks and near impossible time limits. Definitely worth a bash.
OVERALL: 84%

M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
OVERALL 81%

MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.
OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.
OVERALL 76%

MEGA-LO-MANIA
The definitive Megadrive strategy game. Action, strategy, originality and humour contained within the nine massive extremely tough levels to produce a great-looking wonderfully addicative game. An essential buy.
OVERALL 94%

MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.
OVERALL 33%

MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.
OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
OVERALL 93%

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
OVERALL 85%

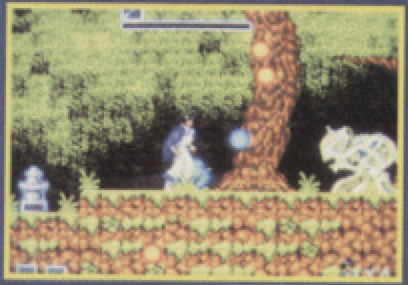
MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.
OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
OVERALL 85%

MUSHA
Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
OVERALL 71%

MYSTIC DEFENDER



Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
OVERALL 63%

NEW ZEALAND STORY
New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OVERALL 89%

NHLPA HOCKEY
Basically this is EA hockey with a few knobs on. To be honest, the original game is simpler and better! It's cheaper too!
OVERALL 90%

OLYMPIC GOLD
Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.
OVERALL 70%

OUTRUN
This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat — it's so easy even a complete dumbo can complete it within a couple of goes.
OVERALL 69%

PACMANIA
Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!
OVERALL 86%

PAPERBOY
Looks nigh on perfect, but the bike doesn't handle well and the collision detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.
OVERALL 72%

PGA TOUR GOLF
Used to be the best golf game available on any system but it's sequel has pipped it at the post. Superb, challenging gameplay, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
OVERALL 93%

PGA TOUR GOLF II
Undupitably the best golf game on any system ever. Originally intended as just an update of the original it is in fact, far better in every way. Do not miss under any circumstances.
OVERALL 95%

PHANTASY STAR II
There's a big challenge in this massive menu-driven adventure, but Phantasy Star II is more suited to RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.
OVERALL 78%

PHANTASY STAR III
Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the



best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!
OVERALL 89%

PHELIOS
Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least — even though it has crap graphics.
OVERALL 77%

PITFIGHTER
Control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.
OVERALL 81%

POPULOUS
With super graphics and 500 levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.
OVERALL 91%

RAIDEN TRAD
A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.
OVERALL 79%

RAINBOW ISLANDS
Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
OVERALL 86%

RAMBO III
In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.
OVERALL 87%

REVENGE OF SHINOBI
This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.
OVERALL 94%

RINGS OF POWER
EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.
OVERALL 41%

RISKY WOODS
A reasonably challenging platform quest which looks pretty good but there are a lot better buys of the same genre to be had. Best left alone.
OVERALL 74%

ROAD RASH
Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
OVERALL 92%

ROAD RASH II
This game plays much the same as the original Road Rash, but crams in more bikes, more weapons and even more dangerous races! What's more, there's also a brilliant split-screen two-player mode to liven up the proceedings. If you own Road Rash, there's not much point buying this — it's more of an update. However, if you're after the greatest Megadrive road racer, look no further.
OVERALL 93%

ROBOCOD
One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.
OVERALL 95%

ROLLING THUNDER II
An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.
OVERALL 85%

SAINT SWORD
Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.
OVERALL 72%

SHADOW DANCER
Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.
OVERALL 59%

SHADOW OF THE BEAST
A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.
OVERALL 82%

SHINING IN THE DARKNESS
A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
OVERALL 72%

SIDE POCKET
This overhead-view Pool simulation is a decent enough simulation of the American version of the sport. However, the ball movement seems to be a tad unbelievable at times and the game does grow quite dull in one-player mode. However, in the office, Side Pocket turned into quite a popular game — in two-player mode. Pulling off a jammy shot in front of your mates is an excellent laugh! If you're into the sport, and have no shortage of human opponents, give it a try.
OVERALL 75%

SLIME WORLD
An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.
OVERALL 70%

SMASH TV
A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others won't find the blasting action particularly addictive.
OVERALL 72%

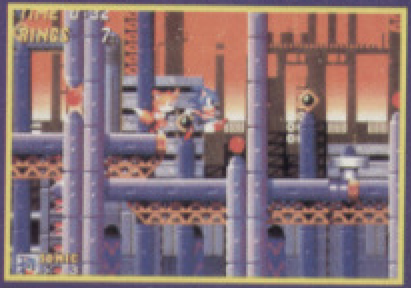
SOKO BAN
This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans

GAME INDEX

should relish the considerable challenge.
OVERALL 78%

SONIC THE HEDGEHOG
Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
OVERALL 90%

SONIC THE HEDGEHOG II
Sonic's back in his greatest adventure yet! Take the best graphics you can imagine, add some funky soundtracks, mix well with fast and highly playable gameplay and you have the best platform game for the Megadrive! Luckily, most of



the faults of the original seem to have been rectified, especially the difficulty level. The split-screen two-player mode adds a few laughs too. An essential buy.
OVERALL 96%

SPACE HARRIER II
Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.
OVERALL 76%

SPEEDBALL II
A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.
OVERALL 88%

SPIDER-MAN
Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
OVERALL 91%

SPLATTERHOUSE II
A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.
OVERALL 73%

STAR CONTROL
Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
OVERALL 90%

STAR FLIGHT
Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go — you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).
OVERALL 94%

STORMLORD
Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.
OVERALL 57%

STREET SMART
A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
OVERALL 55%

STREETS OF RAGE
Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
OVERALL 92%

STREETS OF RAGE II
The best scrolling beat 'em up ever to hit a home console. Basic playability's similar to the original but the execution is far superior. Bigger, faster, brighter, better in every region just about sums it up. An absolute must for your collection.
OVERALL 94%

STRIDER
The graphics and sound are nigh on arcade-perfect, and packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan — and its multiple difficulty levels means that it won't become boring quickly.
OVERALL 91%

SUPER HANG-ON
Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without, especially with its new £19.99 price tag.
OVERALL 89%

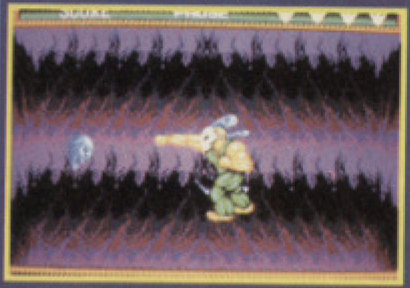
SUPER HIGH IMPACT
This is an accurate enough conversion of the original American Football coin-op, but the probem is that the concept is just complete cack and fails to match the Madden series in any way whatsoever. Doh!
OVERALL 39%

SUPER HYDLIDE
This is a potentially excellent role-playing game, let down by the fact that the graphics are rubbish and the game is near impossible to get into. Sword of Vermilion, Buck Rogers or Phantasy Star III are far more worthy buys.
OVERALL 40%

SUPER LEAGUE BASEBALL
The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and laffs.
OVERALL 80%

SUPER MONACO GP
This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
OVERALL 94%

SUPER MONACO GP II
This follow-up to one of the best Megadrive games ever is surprising in that it is so very similar. The only differences are in the range of new options, including a one-on-one race with Ayrton Senna and an Ayrton Senna advice corner. It's



better than the first game, but if you already own that, there's no point buying this.
OVERALL 87%

SUPER OFF-ROAD
Based on the Leland coin-op, this one or two-player single screen racer is quite a laugh. Highly polished and very playable, it's a must for people after a decent Super Sprint style game.
OVERALL 83%

SUPER REAL BASKETBALL
The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics — the animation on the players is particularly good — and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.
OVERALL 81%

SUPER THUNDERBLADE
This was one of the first ever Megadrive games, and three years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges.
OVERALL 69%

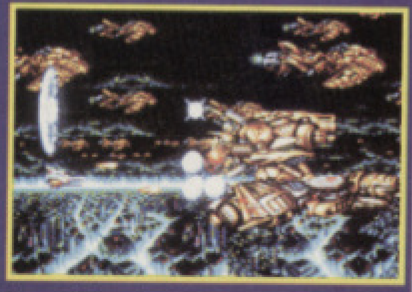
SUPER VOLLEYBALL
Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
OVERALL 61%

SUPREME COURT BASKETBALL
A fairly decent isometrical 3D scrolling basketball game with polished graphics and sound, Supreme Court Basketball is let down by a real lack of excitement and problems with the logic of your other players. Take a look at Bulls vs Lakers.
OVERALL 78%

SWORD OF SODAN
Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
OVERALL 55%

SWORD OF VERMILION
Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
OVERALL 87%

TALE SPIN
A great looking platform game, enhanced by the unexpected shoot em up section but utterly blighted by ridiculous programming flaws. Even the two-player mode sucks big lemons because Kit always plays second fiddle to Baloo. A great



licence spoilt by careless lack of playtesting.
OVERALL 59%

TALMIT'S ADVENTURES
A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. Look out for the game under its Japanese pseudonym, Marvel Land.
OVERALL 83%

TAZ-MANIA
A brilliant interpretation of the cartoon character, Taz-Mania is blessed with some of the best graphics seen on the Megadrive — capturing the spirit of the character perfectly. It's great fun all the way, spoiled only by the difficulty (or rather the lack of it). When will Sega start making their games harder?
OVERALL 81%

TECHNOCOP
There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.
OVERALL 49%

TECMO WORLD CUP
A disappointing, uninspiring and simplistic game of football based on Tecmo's moderately successful coin-op. The main problem is that the game is very easy to beat — even on the top difficulty setting! The poor graphics and sounds are two more own goals, and the final result is a game that you won't be over the moon with.
OVERALL 47%

THE TERMINATOR
Based on one of the most popular films of the '80s, the Terminator would be a brilliant scroll-along platform game where it not for one thing. The game is just to easy to complete. Every difficulty setting presents no challenge whatsoever, making The Terminator a very short (albeit sweet) experience.
OVERALL 43%

TERMINATOR II: THE ARCADE GAME
One of the first decent Menacer games we've seen, this offering has stonking graphics and more things to blow up than Jaz has ego, and follows the film storyline fairly closely. But as a joypad experience it's awkward to control, too easy to complete and quite frankly, dull.
OVERALL 75%

TEST DRIVE II:THE DUEL
An accurate simulation of driving three of the fastest sports cars in the world has loads of potential. Unfortunately, this game flushes it down the toilet with its combination of crappy graphics, nauseating sound, ropey collision detection and awkward controls.
OVERALL 57%

THUNDERFORCE II
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
OVERALL 81%

THUNDERFORCE III
The Rynex fighter is back in a six-level graphical tour-de-force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
OVERALL 89%

THUNDERFORCE IV
The follow-up to one of the greatest Megadrive blasts is just as good as its predecessor, with more worlds to explore and even more spectacular graphics. The gameplay though, doesn't actually seem that different from the last Thunderforce outing though...
OVERALL 89%

TOEJAM AND EARL
A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches — both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
OVERALL 87%

TOKI
The arcade game was brill, but the programmers have managed to ruin this conversion by completely changing the maps and screen layout around. The end result is a plodding, very easy, occasionally frustrating platform game which only demented baboons will enjoy.
OVERALL 47%

TONGUE OF THE FATMAN
The graphics and animation of this one-on-one beat 'em up are utterly superb. However, these are let down by the gameplay, which is far too easy. Check it out by all means — if just to see the graphics — but play before you buy.
OVERALL 71%

TRUXTON
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
OVERALL 82%

TURBO OUTRUN
Apart from being a titchy bit harder than Outrun (not difficult since that game was as difficult as poking a hole through wet bog roll), every other aspect of this sad shambling mockery of the classic arcade game is miles worse. A grand disappointment of the highest order.
OVERALL 42%

TURRICAN
A fairly enjoyable platform/shooting game which has one flow — it starts out fairly tricky, but gets easier the further you go!
OVERALL 73%

TWIN HAWK
Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.
OVERALL 60%

TWINKLE TALE
This game is an excellent scroll-along shoot 'em up, reminiscent of the decent Elemental Master (reviewed elsewhere). It's got an excellent graphical style with fast and furious action. The only problem is that you can get really far into the game with no real effort. Luckily it does get tougher later on. Blasting fans should take a look.
OVERALL 88%

TWISTED FLIPPER
A good pinball simulation all right, Twisted Flipper is let down by the fact that the gameplay is just a bit too repetitive. For the ultimate in pinball excitement, check out Dragon's Fury/Devil Crash.
OVERALL 74%

TWO CRUDE DUDES
An enjoyable horizontally scrolling one or two-player beat 'em up marred slightly by rough graphics and repetitive play. Fans of the coin-op will love it, otherwise try before you buy.
OVERALL 79%

ULTIMATE TIGER
Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.
OVERALL 81%

VAPOR TRAIL
Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
OVERALL 70%

VERYTEX
Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
OVERALL 73%

WARDNER
Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare — dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
OVERALL 75%

WHERE IN TIME IS CARMEN SANDIEGO?
A decent enough "edu-tainment" title oozing originality. Unfortunately, educational as it may be, the gameplay is very

dull indeed, putting you off the game very quickly.
OVERALL 63%

WHIP RUSH
Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available — try something like Truxton or Thunderforce III rather than wasting your cash on this.
OVERALL 48%

WONDERBOY III
Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
OVERALL 47%

WONDERBOY IN MONSTERLAND
Not outstanding in the graphics or sound department, this Wonderboy game more than makes up for its deficiencies with marvellous gameplay, a massive map and plenty of enjoyable brain-teasing puzzles. A must for Wonderboy fans.



OVERALL 88%

WORLD CUP SOCCER
Soccer games are few and far between on the Megadrive, and unfortunately, this is not particularly brilliant and it's very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level.
OVERALL 64%

WORLD OF ILLUSION
Mickey and Donald star in this veritable treat of a platform game which although fairly easy, looks so great with fab sprites and incredible animation and plays so marvelously well, it will keep you coming back again and again. Well worth a look.
OVERALL 91%

WRESTLE WARS
A topper wrestling game which features plenty of moves, fun gameplay and throws aplenty — the two-player game is particularly fun. If you like grappling sweaty men, make this worth a look.
OVERALL 75%

WWF SUPER WRESTLEMANIA
Definitely the best wrestling game around at the moment with a good range of moves and reasonable animation but in one-player mode it tends to get a bit samey quite quickly. A must though for WWF fans.
OVERALL 80%

XENON II
A massive success on the Amiga, but not quite so hot by Megadrive standards, this graphically impressive vertically scrolling shoot 'em up has enough neat touches to appeal to hardcore shoot 'em up addicts.
OVERALL 82%

XDR
This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting.
OVERALL 47%

ZANY GOLF
This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.
OVERALL 80%

ZERO WING
Once again the evil aliens are daring to invade Earth Space, so it's down to you to jump into your blast ship and shoot the living daylights out of everything that moves in this unofficial follow-up to the best Megadrive blast ever — Hellfire. Zero Wing is a tough and thoroughly enjoyable scrolling shoot 'em up. There are loads of this type of game on the Megadrive, but alongside Gynoug and Hellfire, this is one of the best.
OVERALL 91%

ZOOM
Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.
OVERALL 45%

GAME GEAR

AX BATTLER
Join Ax Battler in this scrolling RPG romp (very) loosely based on the Golden Axe coin-op. Watch out though! The beat 'em up element is extremely poor and the adventure itself is dull and uninspiring. Playing Ax Battler is a lot like jumping off a cliff - one go is more than enough, and isn't really recommended at all.
OVERALL 39%

CHUCK ROCK
Great graphics, neat animation, good backdrops and wonderful rock-chucking gameplay make this one of the best platform action games you can get on the Game Gear.
OVERALL 90%

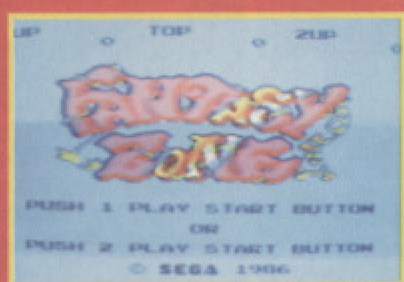
COLUMNS
This is a very good Tetris clone. Instead of making horizontal lines, your job here is to create rows of colours with the aid of the falling blocks of crystals. Fast, addictive and very taxing, but yet and at the same time very relaxing. A great buy.
OVERALL 88%

CHASE HQ
Join Raymond and Tony as they speed around in their Porsche ramming criminal cars off the road in this conversion of the popular Taito coin-op. This is a lot faster and playable than the Master System version and is well worth checking out.
OVERALL 87%

DONALD DUCK: THE LUCKY DIME CAPER
Argggghhh! Scrooge McDuck's lucky dime has been half-inched by an evil witch! Pausing only to collect his trusty mallet, Donald Duck gives chase along various horizontally scrolling levels. What we have here is a super platform game that's even more lastable than Sonic the Hedgehog. An essential Game Gear buy!
OVERALL 92%

DRAGON CRYSTAL
Save the world from certain doom in this RPGish adventure exploration game. Although offering nothing significantly new, Dragon Crystal has decent enough graphics, sound and gameplay and should appeal to fans of the genre.
OVERALL 70%

FACTORY PANIC
Known as Hassle Golby in Japan, this game actually casts you as Mikhail Gorbachev, out to feed the starving Soviets by guiding food on conveyor belts towards them. This game is actually quite a laugh, with pretty good graphics and sound. The simplistic nature of the gameplay makes it an addictive and worthwhile game.
OVERALL 82%



FANTASY ZONE
Flying around the bizarre scrolling backdrops shooting the excrement out of everything that moves is the name of the game here. Fantasy Zone is probably one of the best blasters out on the Game Gear at the moment and well worth considering.
OVERALL 84%

GALAGA '91
This is a superlative version of the back-to-basics shoot 'em up, featuring excellent graphics, rumbling sounds and highly addictive blasting gameplay. Recommended for the Game Gear owner who likes a good blaster in his cartridge collection.
OVERALL 85%

G-LOC
Fly around the 3D landscape taking out enemy 'planes and installations in this hand-held conversion of the graphically stunning Sega coin-op. The graphics on G-Loc are okay, but the gameplay is fast and furious and there are plenty of levels to conquer.
OVERALL 82%

HALLEY WARS
Halley Wars puts you right in the thick of it as a space ace pilot, who gets his kicks by flying up the screen in his ship, shooting lots of things. The graphics and sound are both average and the blasting action, although initially appealing, soon wears off.
OVERALL 69%

HEAVYWEIGHT CHAMP
This arcade conversion looks more like Final Blow, than Heavyweight Champ, but that doesn't alter the fact that this game is something of a shambles. The graphics are okay, but the gameplay is so easy and mind-numbingly unexciting that you can't help but think that there are better things to spend £25.00 on.
OVERALL 46%

INDIANA JONES III
Join Indiana Jones as he runs around five levels of platform action, causing aggravation to Nazis in an attempt to locate the holy grail. Graphically, this shows you exactly what the Game Gear is capable of. It's just a shame that it's so hard as this does tend to put you off a bit, but otherwise, this is a pretty fine game.
OVERALL 83%

JOE MONTANA FOOTBALL
Joe Montana has officially endorsed this sideways scrolling American Football game. The graphics are excellent, but the game suffers because there's a lack of depth and excitement. It's also flippin' easy, and even the most retarded games player should have no difficulty dusting this game.
OVERALL 65%

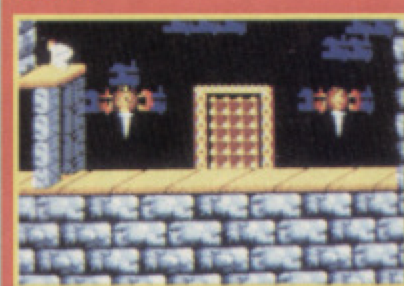
MICKEY MOUSE
Oh no! A crazed witch by the name of Mizrabel has kidnapped Minnie Mouse, Mickey's true love! So Mickey attempts the inevitable rescue bid by travelling through the many scrolling platform levels in the Castle of Illusion. This is excellent, with fab backdrops and awesome gameplay. Another Game Gear winner.
OVERALL 91%

NINJA GAIDEN
Become Ryu the master ninja as he scoots along the horizontally scrolling backdrops, dusting various beings of an evil disposition. This very fast, extremely furious and is only marred by being a tad on the easy side.
OVERALL 86%

OUTRUN
Take the wheel of a Ferrari Testarossa and speed along the 3D roads in an effort to reach the finishing post in the gruelling Outrun race. This has disappointing graphics and warbling sounds, but the real problem is that the game just isn't really that much fun to play.
OVERALL 64%

OUTRUN EURPOA
Spinning around in Porches, jetskis or motorbikes may be great in real life but on the Game Gear with repetitive gameplay, dull graphics and jerky 3D it's just not much cop. Only average.
OVERALL 63%

PACMAN



There's not really much to tell about this one. PacMan is an arcade-perfect conversion of the classic coin-op. If PacMan is your bag, you'll no doubt pee your pants over this one. Others are more likely to have a few goes and then get bored with it pretty quickly.
OVERALL 49%

PENGO
Adopt the heroic mantle of a vengeance-crazed penguin out to crush marauding invaders with big blocks of ice in this decent conversion of the ageing coin-op. Like PacMan, this is simple and quite addictive, but the novelty soon wears off very quickly.
OVERALL 48%

PSYCHIC WORLD
Psychic World is a side-on scrolling game full to the brim with strange and mysterious beings, out to dust your baboon-like posterior. Psychic World is average in every respect, but the chances are that you'll grow bored with it very quickly.
OVERALL 55%

PUTT 'N' PUTTER GOLF
This is quite similar to the Megadrive game, Zany Golf, with its isometric 3D perspective, and it's pretty good fun to play. The problem is that the game is about as easy as picking your nose, and even though there are loads of levels, the game soon grows quite stale.
OVERALL 59%

RASTAN
Run around the scrolling mediaeval backdrops, slashing up enemies with your impressive chopper. The graphics and sound are both okay, but the gameplay is quite repetitive and becomes pretty boring after a surprisingly short time.
OVERALL 58%

SHINOBI
Five levels' worth of scrolling slash 'em up activity await in this Game Gear adaptation of the Sega coin-op. This game has exceptional graphics and sound along with gameplay that brings you back to the Game Gear again and again.
OVERALL 91%

SOLITAIRE POKER
You can't honestly expect superlative graphics or sound here, but what you do get is a no-gimmicks game of poker, which is fine if you like that sort of thing. However, we can't help but think that getting together with some chums and spending a few pence on a deck of cards is a lot cheaper and plenty more fun than playing this.
OVERALL 70%

SONIC THE HEDGEHOG
Sega's blue, spiky hedgehog icon hits the Game Gear in a fast moving platform game with superlative graphics. This is an excellent Game Gear title, stretching its 8-bit technology to the limits. It's fun and addictive too (if a tad easy) and is well worth investing in.
OVERALL 91%

SONIC THE HEDGEHOG II
Ol' spikey's back with jazzed up graphics, speeded up gameplay and a higher difficulty setting, making for an admirable sequel — despite the conspicuous absence of Tails as a sidekick. However, the reduced visibility makes it almost impossible to see where Sonic's going, and what he's getting into. Still great fun though and you'd be silly to pass it up.
OVERALL 80%

SPIDER-MAN
The Amazing Spider-Man hits the Game Gear in style as he battles the Kingpin, Venom, the Lizard, Doctor Octopus, Electro, Sandman and Hobgoblin over a number of eight-way scrolling stages. This is great fun to play and very challenging to boot. It's a must-buy for all potential web-slingers and indeed anyone after a good platform game.
OVERALL 86%

SPACE HARRIER
Fly around the third person perspective world of the Fantasy Zone, blowing away all manner of strange and weird enemies. This emulates the gameplay of the coin-op pretty well, but the graphics are blocky and uninspiring and the simplistic gameplay grows tedious very quickly.
OVERALL 63%

STREETS OF RAGE
Game Gear Streets of Rage is a graphically stunning product, loking almost exactly the same as the Megadrive game! Although there are only two characters, the scrolling beat 'em up action is just as much fun as ever. There are a couple of niggling points, such as being beaten up immediately after recovering from previous punishment, but otherwise ths is well worth a look. The two-player link mode is cool as wellls +
OVERALL 80%

SUPER KICK OFF
This Game Gear conversion of the best soccer game ever is a real winner, with fast, responsive action and exciting ball-handling. With one or two-players, this is nothing short of a hand-held miracle and ranks as the best Game Gear cart money can buy.
OVERALL 96%

SUPER MONACO GP
One or two players can try to satisfy that need for speed by taking part in Super Monaco GP. This conversion isn't very faithful at all to the massive Sega coin-op, but it is mildly diverting for a while. Unfortunately, the action wears thin very quickly and the graphics and sound are rubbish.
OVERALL 58%

SUPER OFF-ROAD
Making up for the lack of decent race games on the Gear, this one, incorporating those wicked 4x4 trucks, definitely makes up for it with great graphics and smooth, fun playability. Highly recommended.
OVERALL 91%

TERMINATOR
Fun and entertaining platform action with brill graphics and challenging gameplay. The speed of the game means baddies rush you with no warning but practice makes perfect and it's well worth a go.
OVERALL 82%

WAGAN LAND
This horizontally scrolling platform game is probably the nearest you can get to Mario-style action on a mini screen. It's got excellent graphics and playability, although some players may find it a bit easy.
OVERALL 85%

WONDERBOY
This coin-op conversion remains pretty close to the original arcade machine, with the same brand of cute horizontally scrolling action. The problem with this game is that there isn't much variety between each level in terms of graphical style or gameplay and as such, it grows quite monotonous very quickly.
OVERALL 61%

WOODY POP
Don't be misled by the bizarre title. Woody Pop is a thinly-disguised version of Breakout with all the thrills, spills and indeed the excitement of visiting the toilet. Should Breakout games appeal to you, you'll doubtlessly explode with pleasure on playing this game. Others will see it as the superficial, limp shambles that it is.
OVERALL 33%

WORLD CLASS LEADERBOARD
This is an excellent third person perspective golfing simulation from US Gold. The graphics are ace, sporting some detailed course graphics and the sound is fab with sarcastic speech taking the Michael at every opportunity. With its four 18-hole courses, there's plenty of game for your money too. An essential buy.
OVERALL 92%

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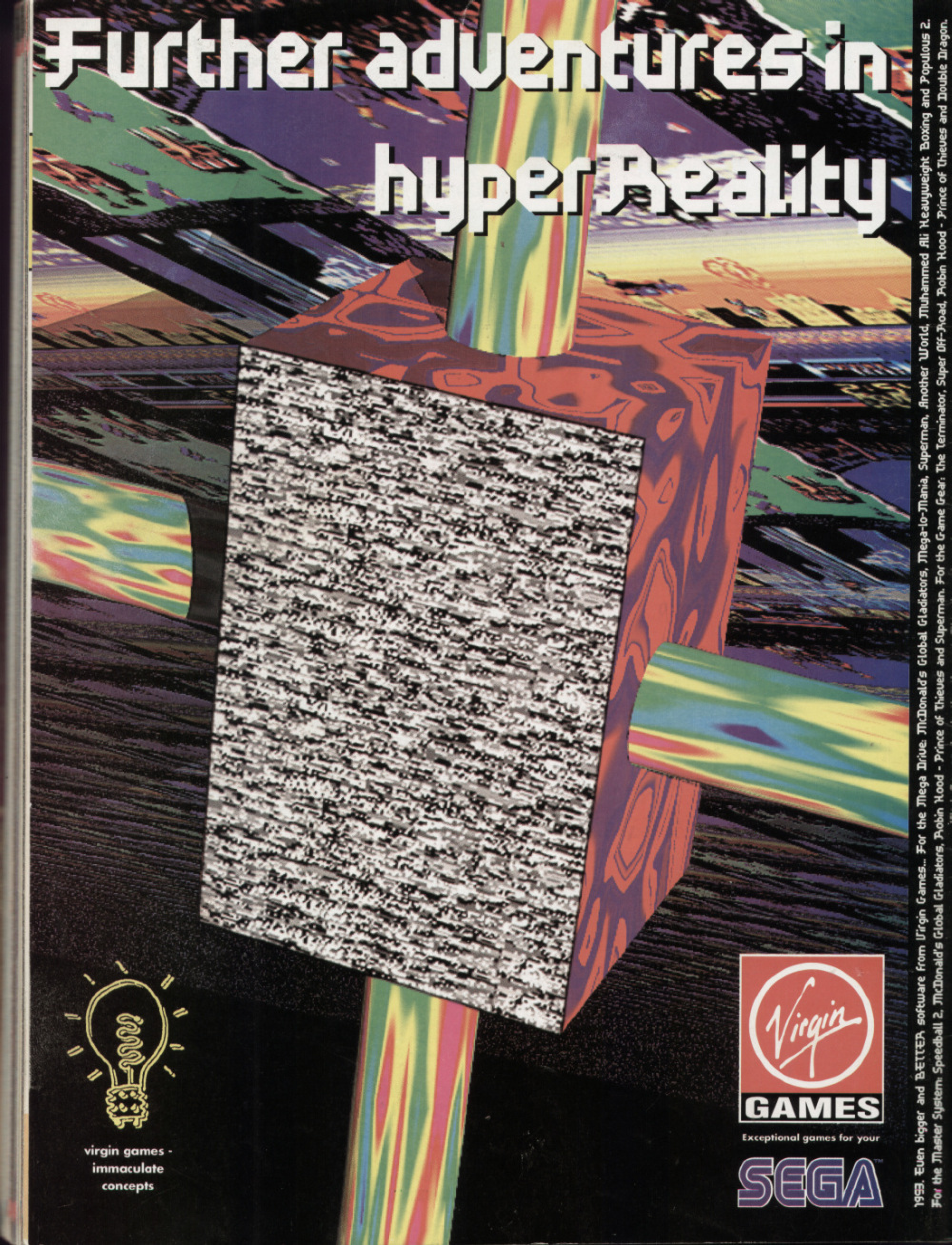
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